SEGA™

SPORTS

FLAG TO FLAG™

C·A·R·T™

EVERYONE

CONTENT RATED BY ESRB

51007

SEGA®

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Flag to Flag.™
Please note that this software is designed only for use with the Dreamcast console.
Be sure to read this instruction manual before you start playing.

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COURSE INTRODUCTION 19

Flag to Flag™ is a memory card compatible game. In order to save game files, a separately sold memory card such as the Visual Memory Unit (VMU) is required. The number of memory blocks required to save game files varies according to the content of the files to be saved. With this game, 12 blocks are required to save system related settings, maintain data records and for the Championship mode. For replaying saved race files, between 7 and 140 blocks are required. When saving or loading game files, never turn the Dreamcast power OFF or remove the memory card unit, controller or other peripheral devices.

THE WORLD OF CART RACING

CART symbolizes the pinnacle of American motor sport. CART (Championship Auto Racing Teams) is the name of the organization that officially sponsors the series, currently called the "FedEx Championship Series". The majority of races in the 1998 season (19 rounds) were held in America and Canada, with other races being held in Australia, Japan and Brazil. Champ cars, comprised of a 800 Horsepower engine encased in a large heavy chassis, can reach speeds of approximately 250 m.p.h., and engage in a furious high-speed sprint for victory.

CART RACING CHARACTERISTICS

NO 1: THE COURSES

The first characteristic of CART is the variety of courses involved. In addition to oval circuits, road circuits (closed circuit) and street circuits (public roads) are also used.

NO 2: THE START

CART makes use of a rolling start. The cars drive around the course in formation. When the green flag is waved the head car (known as the pace car) exits the track, each car accelerates and the race begins.
When an accident occurs "Full Course Caution" is employed, whereby the cars engage in another rolling start. Because of this, it is possible to enjoy the thrill of the starting battle again and again in a single race.

CHAMP CAR

ENGINE

Maximum of 8 cylinders
2650cc Turbo
800 Horsepower

FUEL

Methanol

TRANSMISSION

Manual
(It is possible to use automatic transmission in the game)

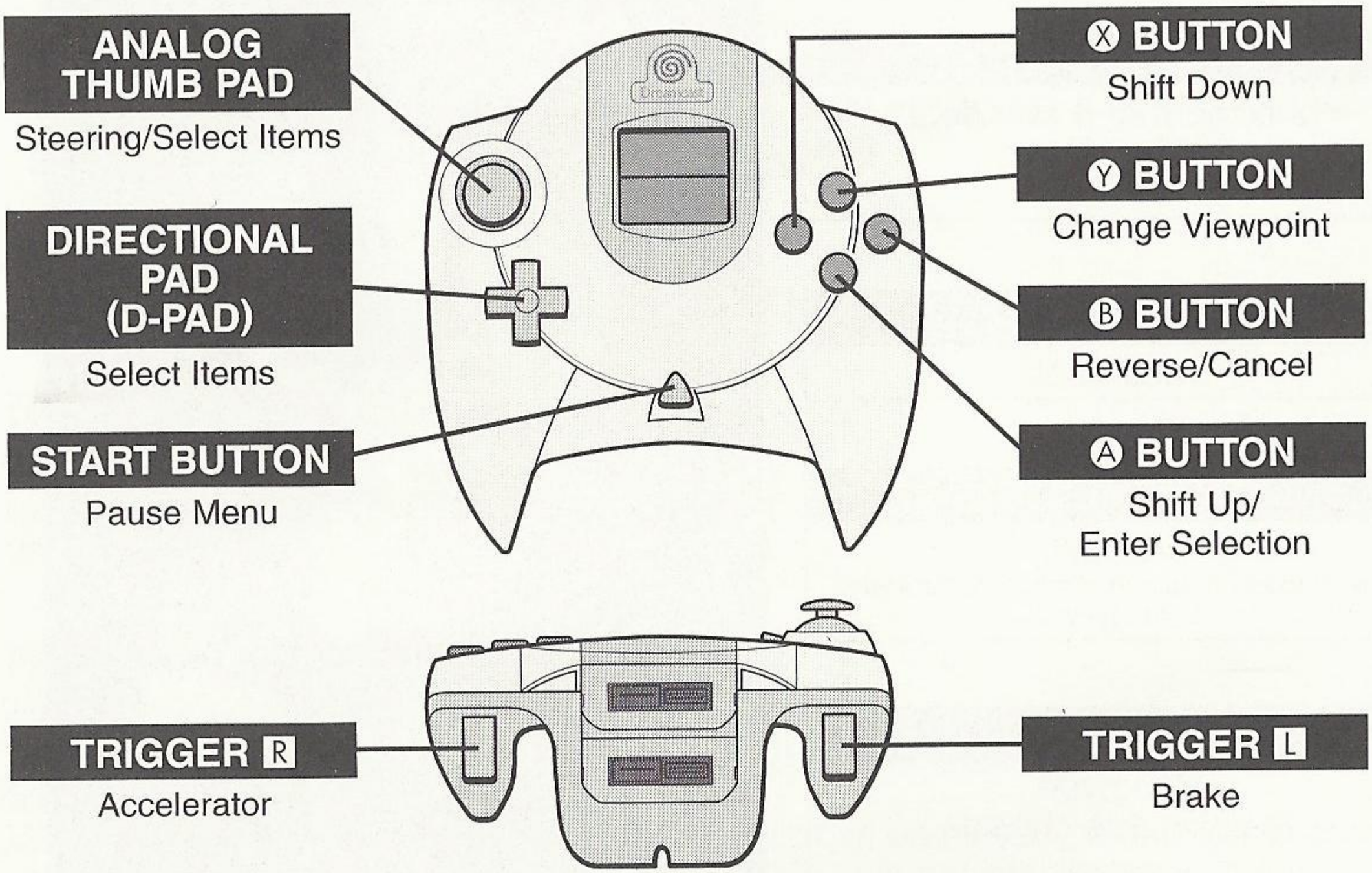
CHASSIS

Wingtype
Readymade chassis
Composition:
aluminum honeycomb + carbon

CONTROLS

The settings for the Dreamcast Controller and the Race Controller depicted below are for the default button settings.
To change the button configurations, select "CONTROLLER SETTINGS..." from the option menu (see p.17).

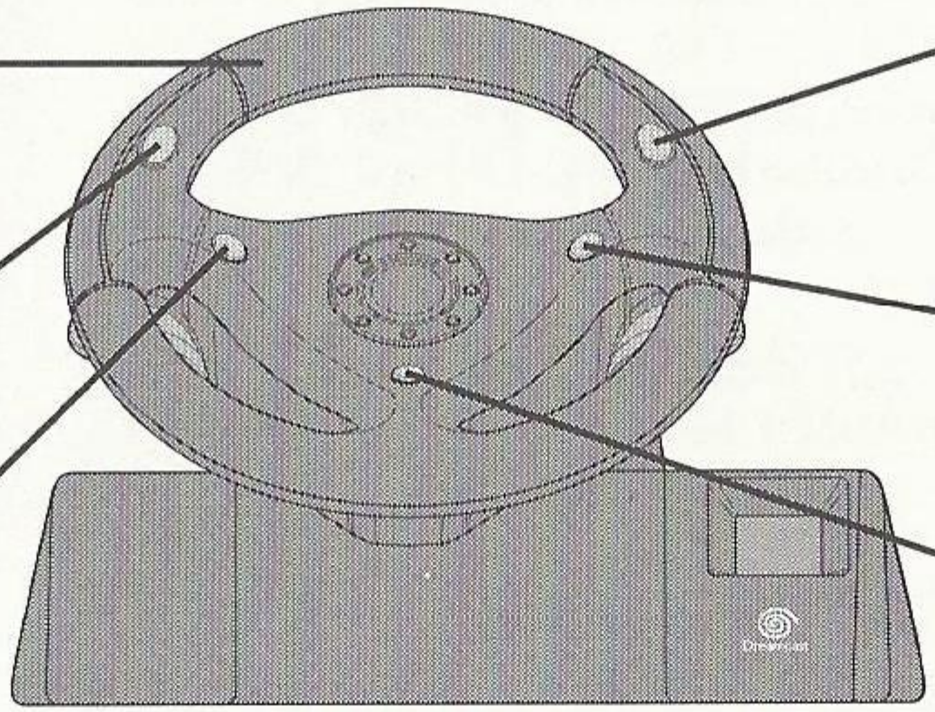
DREAMCAST CONTROLLER



▲The car will reverse while the Ⓑ Button is pressed and held down.
▲This manual refers to the D-Pad when giving instructions for selecting, it is also possible to use the Analog Thumb Pad.

To return to the title screen at any point during game play, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and Start Buttons on the Dreamcast Controller or the Ⓐ, Ⓑ and Start Buttons on the Race Controller.

RACE CONTROLLER (sold separately)



STEERING WHEEL
Steering/
Select Items (⇦⇨)

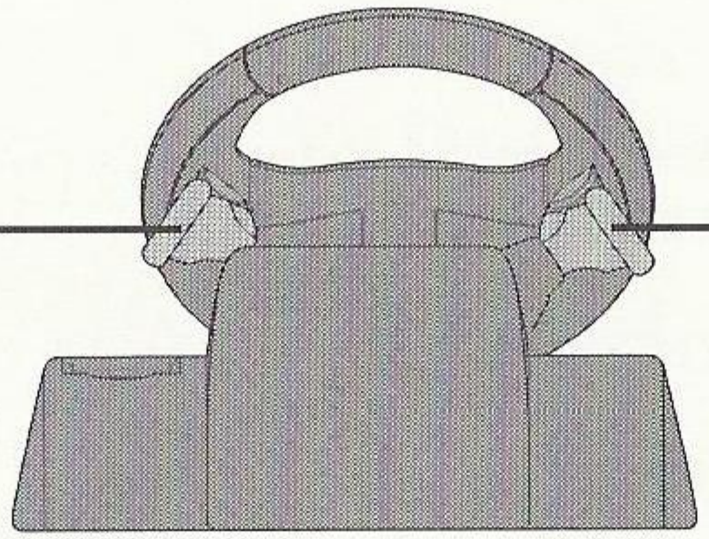
– BUTTON
Shift Down
Select Items (⇩)

Ⓑ BUTTON
Change Viewpoint/
Cancel

+ BUTTON
Shift Up/
Select Items (⇧)

Ⓐ BUTTON
Reverse/
Enter Selection

START BUTTON
Pause Menu



LEVER R
Accelerator

LEVER L
Brake

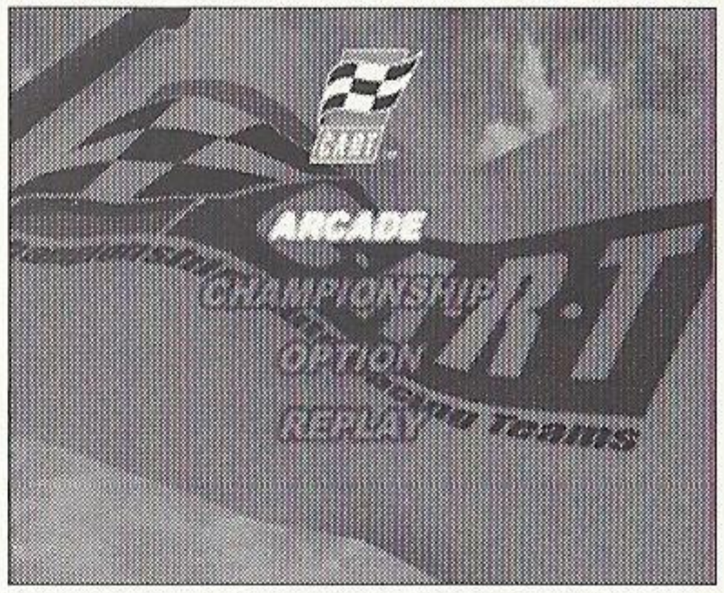
▲Never touch the Analog Thumb Pad, Triggers L/R, Steering Wheel, or Levers L/R while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

STARTING UP

Flag to Flag™ is a 1 to 2 player game. Connect a Dreamcast Controller into Control Port A or B before turning the power ON. When using a memory card insert it into Expansion Socket 1 of the controller connected to Control Port A. Expansion Socket 2 cannot be used with this software.

MODE SELECTION MENU

When using a memory card, press the Start Button to display the load menu once the title screen appears. To load data from the connected memory card, select "YES" and press the Ⓐ Button. Use the D-Pad ⬆⬇ to select a mode from the mode selection menu and press the Ⓐ Button to enter.



ARCADE

Select a course and race. 1 to 2 Players can participate. See p.8.

CHAMPIONSHIP

Compete in one season (19 rounds) of races. Competition is based on the accumulation of points from each round. See p.11.

OPTION

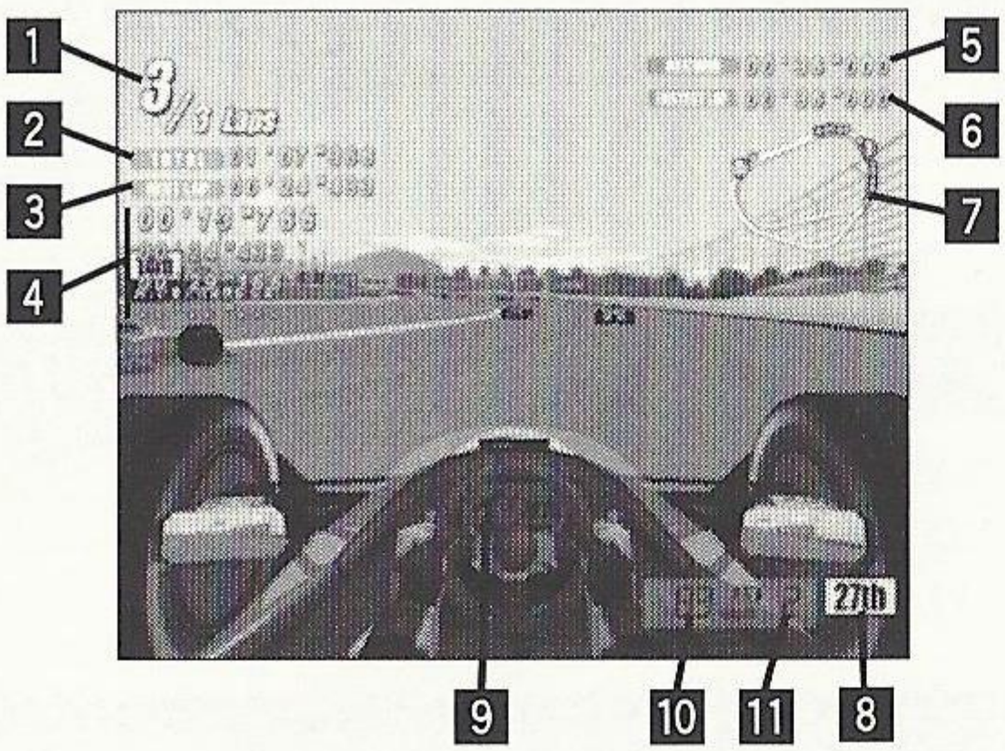
Modify the various game settings. See p.17.

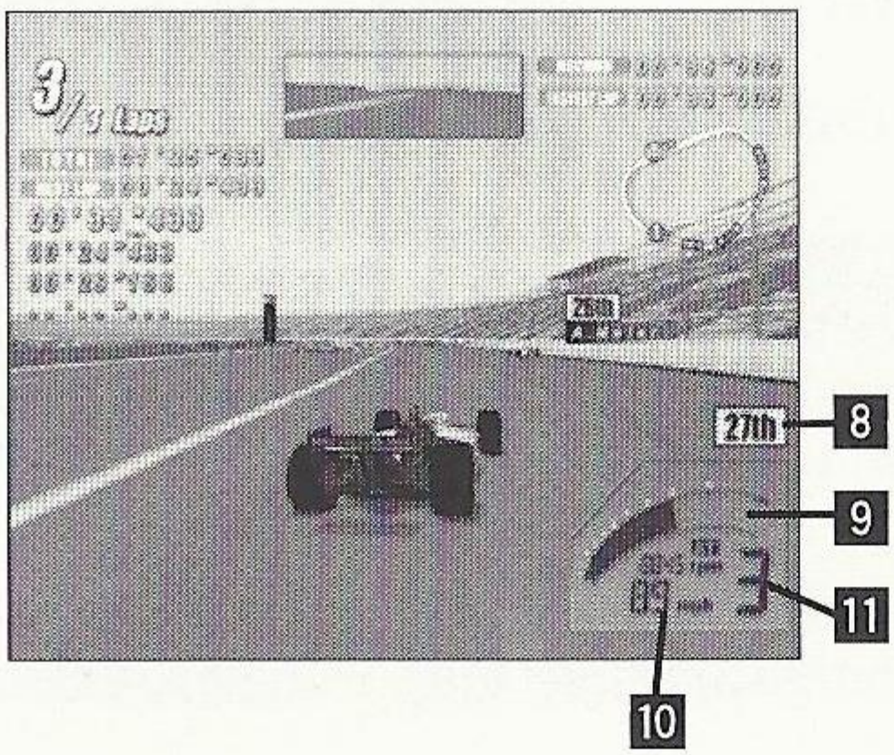
REPLAY

View saved replays of your races. See p.18.

GAME DISPLAY

The basic race screen is described below. Depending on the mode or viewpoint, small variations may occur.
By pressing the Ⓨ Button, you can alternate between 5 different camera viewpoints.





1 CURRENT NUMBER OF LAPS RACED/ TOTAL NUMBER OF LAPS TO BE RACED

2 TOTAL TIME
Total time of current play

3 BEST LAP
Fastest lap time of current play

4 TIME RECORD
Current time is listed at the top, followed by the 4 previous lap times

5 COURSE RECORD
Fastest recorded total time of current course

6 FASTEST LAP
Fastest recorded lap of current course

7 COURSE MAP
- Ⓘ Player's car
- Ⓣ Leading car
- ● Other cars

8 CURRENT RANKING

9 TACHOMETER

10 SPEEDOMETER

11 CURRENT GEAR

MODE EXPLANATIONS

ARCADE

Select a course and race. This mode can be enjoyed by 1 to 2 Players via a split screen.

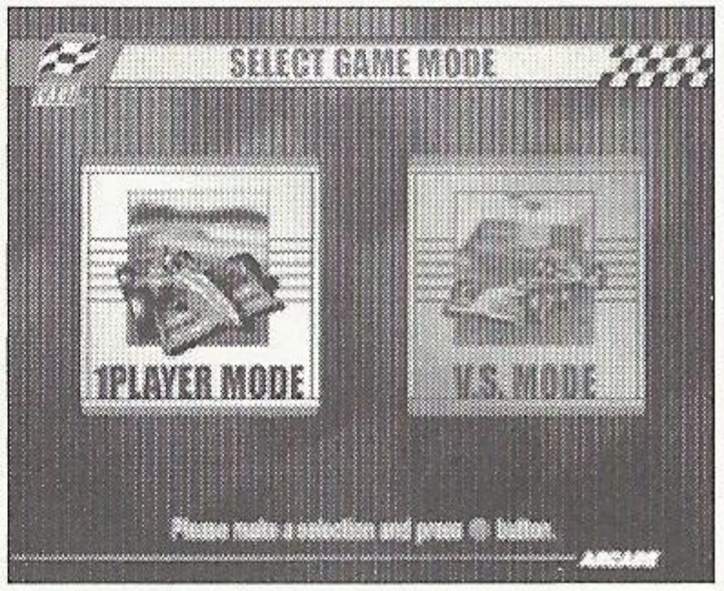
Car settings cannot be adjusted in this mode.

SELECT GAME MODE

Use the D-Pad ◀▶ to select either the 1 Player or 2 Player mode and press the Ⓐ Button to enter.

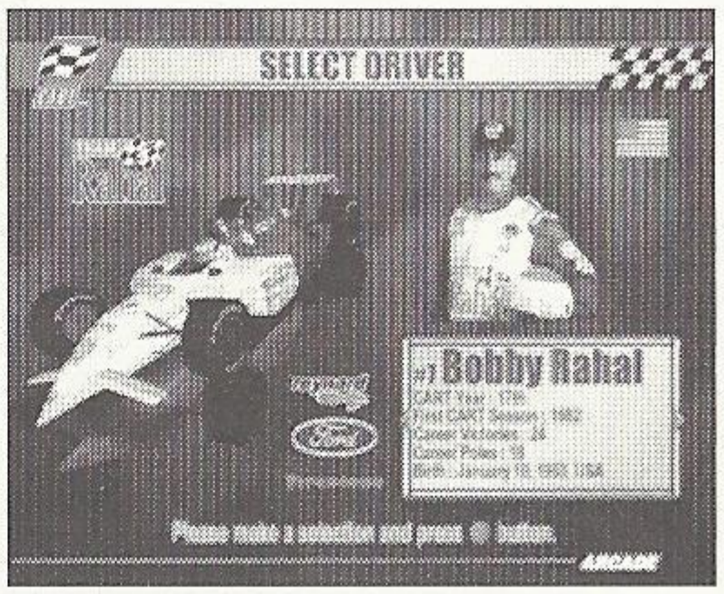
1 PLAYER MODE: 1 Player game

V.S. MODE: 2 Player mode via a split screen



SELECT DRIVER

Select a driver. The type of car used depends on the driver selected.
Use the D-Pad ◀▶ to select and press the Ⓐ Button to enter.



● V.S. MODE

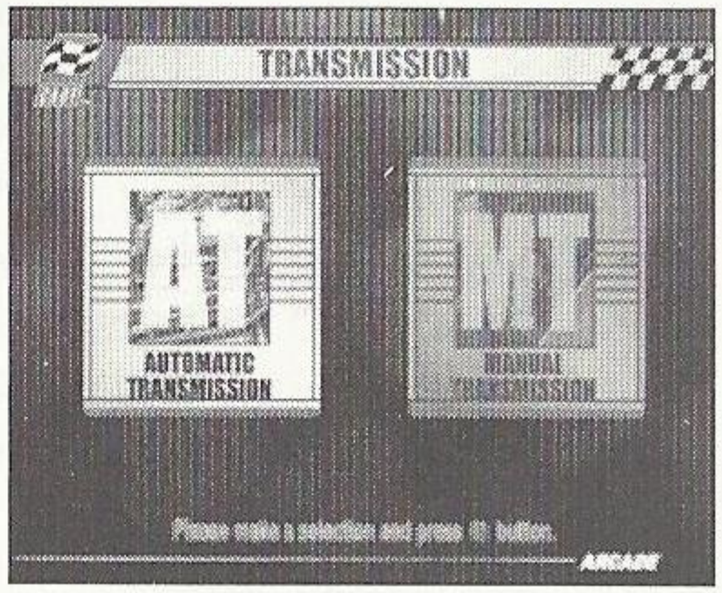
In this mode Player 1 selects a driver and transmission first, then Player 2 selects.

TRANSMISSION

Use the D-Pad ◀▶ to select either automatic or manual transmission and press the Ⓐ Button to enter.

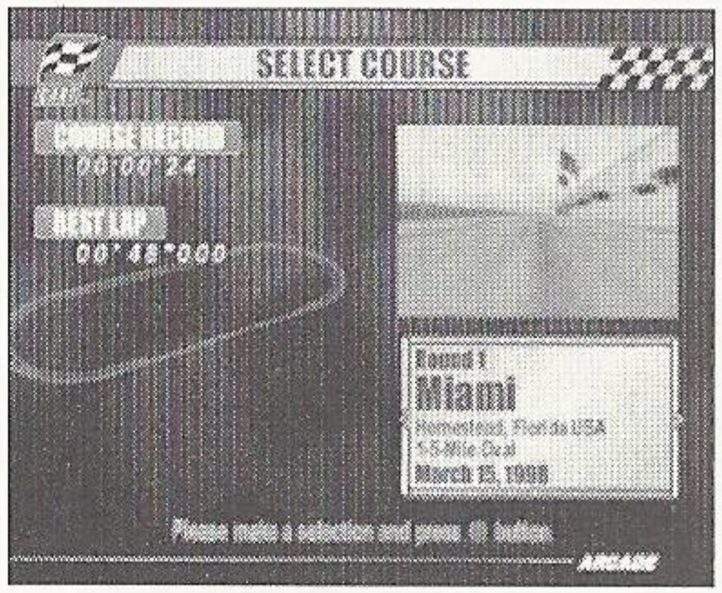
AT: Automatic transmission

MT: 6-speed manual transmission (it will be necessary to shift gears)



SELECT COURSE

Use the D-Pad ◀▶ to select a course and press the Ⓐ Button to enter. The race will begin once the course has been selected. The number of laps vary depending on the course.

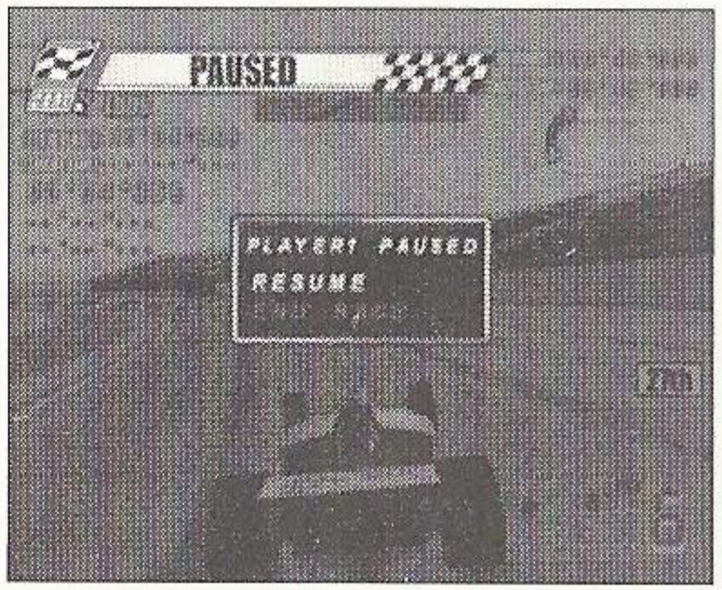


PAUSE MENU

Press the Start Button during game play to display the pause menu. Use the D-Pad ▲▼ to select an item and press the Ⓐ Button to enter.

RESUME: Continue the race

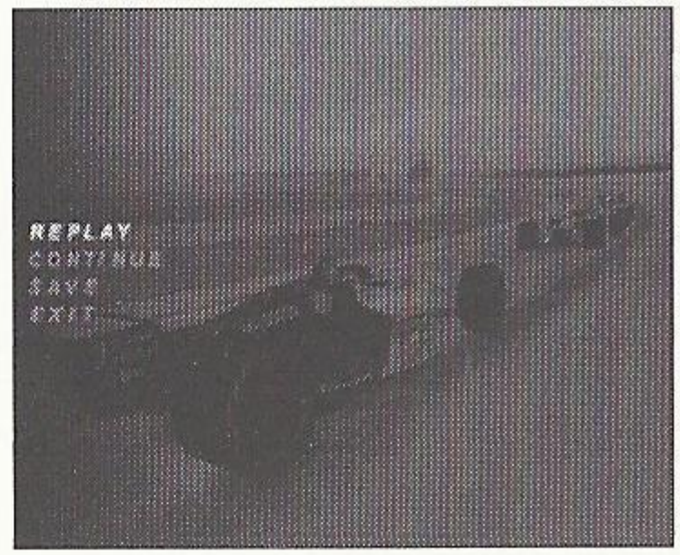
END RACE: Quit the race



NAME ENTRY

If the player is able to complete the race with a total or lap time that is within the current rankings, the player will be asked to enter their name (up to 3 letters).
Use the D-Pad to select a letter and press the Ⓐ Button to enter. A letter can be cancelled by pressing the Ⓑ Button, or by selecting "BACK".

REPLAY



After the race is complete it is possible to view and/or save a replay. Use the D-Pad ⬆⬇ to select an item and press the Ⓐ Button to enter.
While viewing a replay it is possible to change the camera target to another car by pressing the Ⓨ Button. Press the Start Button during the replay to display the replay menu.

REPLAY:	View the race replay
CONTINUE:	Race the course again, without making any set-up changes via the option menu
SAVE:	Once the confirmation window appears select "YES" to save a replay to the memory card
EXIT:	Returns the user to the select game mode screen

● REPLAY FILE

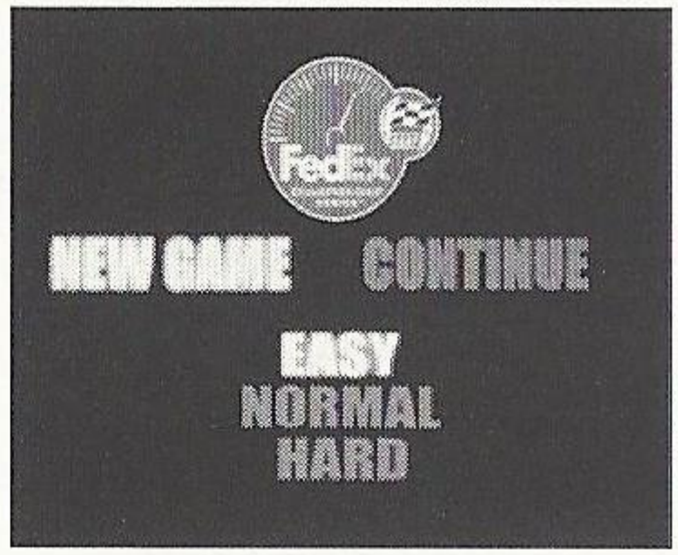
Replay file: data can only be saved if the memory card has been inserted into Expansion Socket 1 of the controller. This game requires between 7 – 140 blocks of memory to save game files, depending on the number of replay files. Replays from the V.S. mode cannot be saved.

CHAMPIONSHIP

Race for an entire season of 19 rounds. The rounds progress in the same order as they did for the 1998 Championship series. Competition is based on the accumulation of points from each round.

Aim to be the Champion!

CONTINUE/DIFFICULTY SELECTION

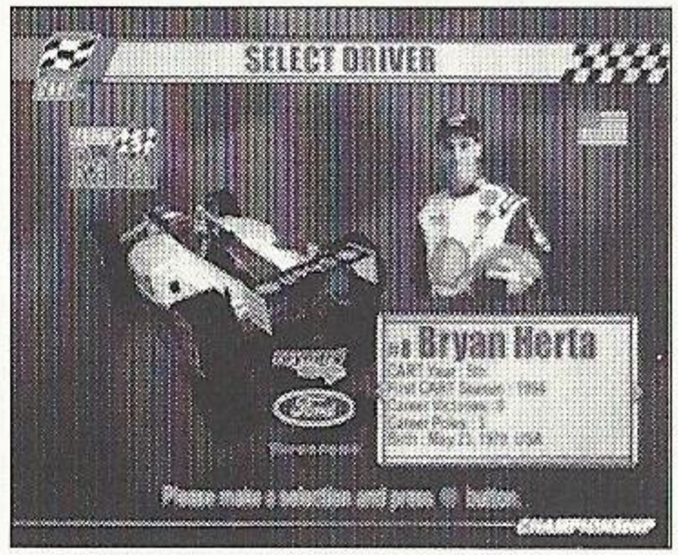


Use the D-Pad ◀▶ to select whether to start a new race or to continue a previous series and press the Ⓐ Button to enter.
When you have selected "NEW GAME", before pressing the Ⓐ Button to enter, use the D-Pad ▲▼ to select one of three difficulty levels.

NEW GAME: Start from round one of the Championship

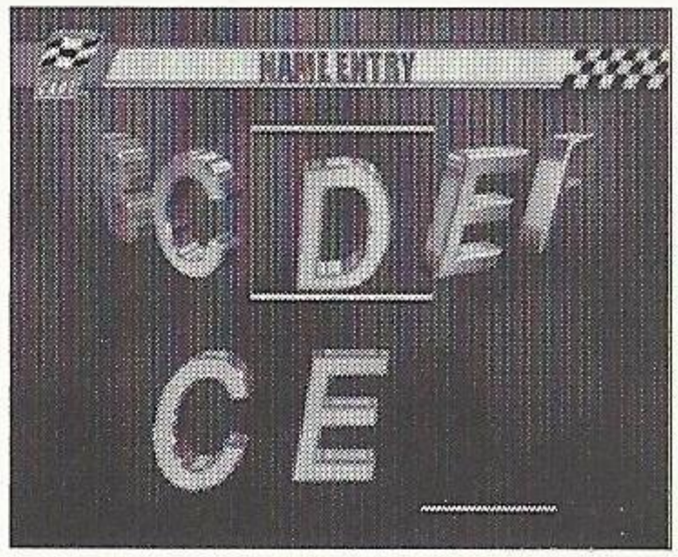
CONTINUE: Start from the round at which the game was last saved

SELECT DRIVER



Select a driver. The type of car used depends on the driver selected.
Use the D-Pad ◀▶ to select a driver and press the Ⓐ Button to enter.

NAME ENTRY



Enter your name. Use the D-Pad ◀▶ to select a letter and press the Ⓐ Button to enter. A letter can be cancelled by pressing the Ⓑ Button or by selecting "◀" (back arrow).

MAIN MENU

The race will start after practice, adjustment of car settings etc, is complete. Use the D-Pad ⬆⬇ to select an item and press the Ⓐ Button to enter.

⇧ Before qualifying

⇧ Before the race

■ **PRACTICE**
Practice racing the course (can only be selected before qualifying).

■ **CAR SETTING**
Customize your car.

■ **OPTION**
Modify settings of the Championship mode.

■ **SAVE**
Save the progress of your race to a game file.

■ **LOAD**
Load a game file and resume play from the round last saved.

■ **QUALIFY START**
Determines your place on the grid by the speed of your laptime in qualification.

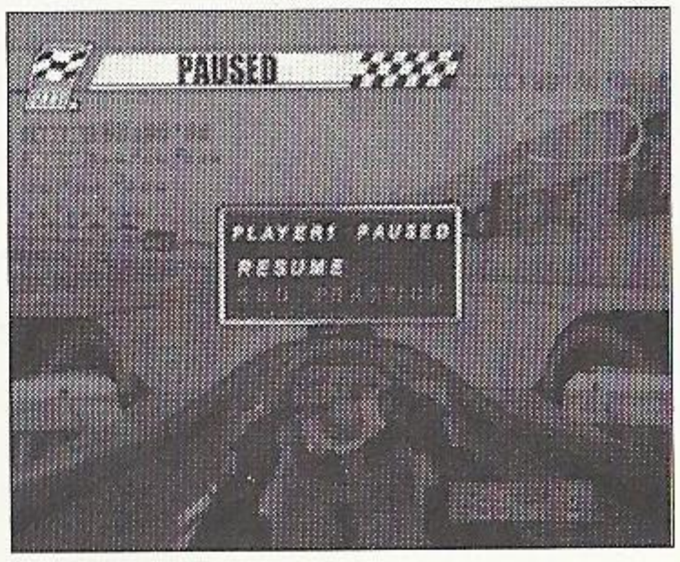
■ **RACE START**
Start the race.

PRACTICE

Practice racing the course. Press the Start Button while practicing to display the pause menu. Use the D-Pad ⬆⬇ to select an item and press the Ⓐ Button to enter.

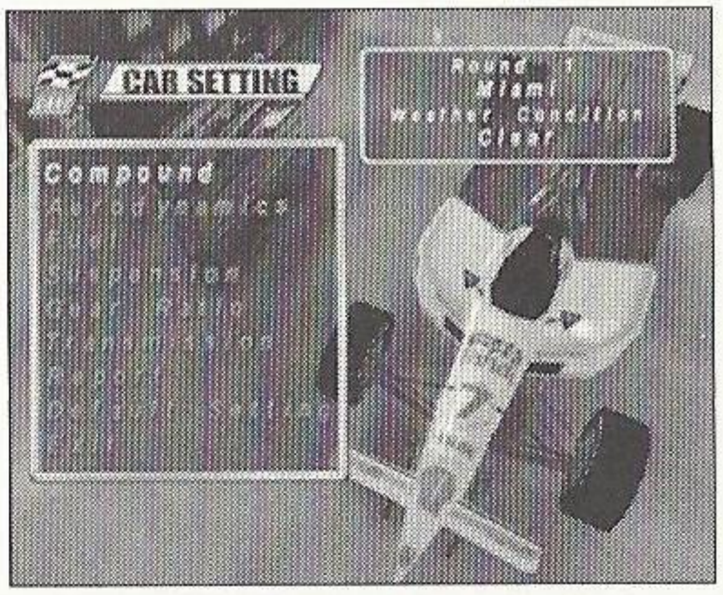
RESUME: Re-starts the practice

END PRACTICE: Quit the practice and return to the main menu



CAR SETTING

Adjust the car settings. Use the D-Pad ⬆⬇ to select an item and press the Ⓐ Button to enter. For each setting, use the D-Pad ⬅➡ to modify settings and press the Ⓐ Button to enter.



■ **Compound**
Change the tire type. Soft: gives good grip but needs to be changed quickly. Hard: the opposite of soft. Rain: used in rainy conditions. [Soft. Hard. Rain]

■ **Aerodynamics**
Adjust the angle of the front and rear wing. The lower the angle, the lower the downforce. [1-30 degrees]

■ **Fuel**
Set the amount of fuel to be loaded into the car. The greater the amount of fuel, the longer you can race without a pitstop. However this will have a negative effect on acceleration. [2-40 gallons]

■ **Suspension**
Adjust car suspension. Making the suspension harder (increasing the number value) will make the car less responsive but decrease the amount of wear on the tires. [1000-5000ppi]

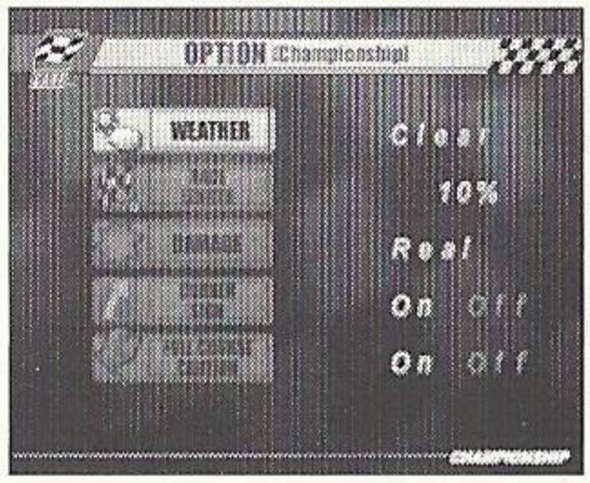
■ **Gear Ratio**
Adjust the gear ratio. Use the D-Pad ⬆⬇ select a gear and ⬅➡ to adjust the ratio. [Adjustment depends on the gear]

■ **Transmission**
Select either automatic or manual six-speed. [AT/MT]

■ **Report**
Displays a list of the car settings. Press the Ⓑ Button to return to the main menu.

■ **Default Setting**
Select “YES” to return all settings to their original defaults.

OPTION



Adjust the settings of the Championship mode. Use the D-Pad ⬆⬇ to select an item and ⬅➡ to modify the settings. Press the Ⓑ Button to return to the main menu.

■ **WEATHER**
Adjust the weather conditions. Clear, Cloudy, Rainy, Actual (the actual weather conditions of the 1998 season) and Random. Rain does not appear on oval courses.

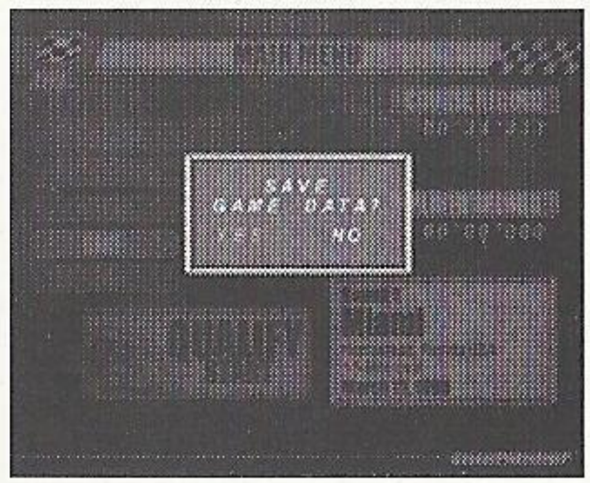
■ **RACE LENGTH**
Adjust the number of laps of the race (number of laps in the actual race is shown as 100%). For example, if the number of laps is adjusted to 10% the number of laps raced will be 10% of the actual number of laps. [5-100%]

■ **DAMAGE**
Select how much damage the car can take before breaking down. None: the car will not be affected by damage. Real: the car will break down after a little damage. Arcade: the car will break down only after a lot of damage. [None/Real/Arcade]

■ **CORNER SIGN**
Select whether or not to display corner signs indicating the direction of the next corner. [On/Off]

■ **FULL COURSE CAUTION**
Enable or disable “Full Course Caution” (if turned on the race will be re-started after an accident). [Yes/No]

SAVE/LOAD



Select to save or load the progress of your game. Once the confirmation window appears select “YES” and press the Ⓐ Button to either save or load a game file.

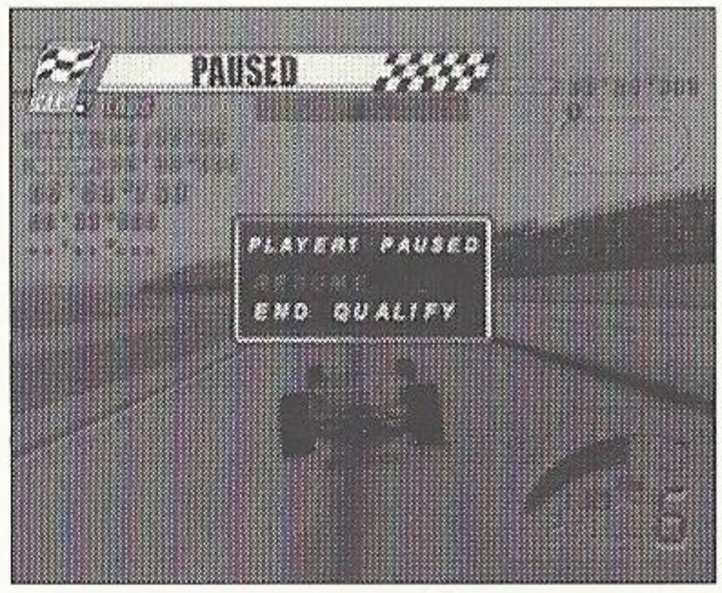
QUALIFICATION

Race against the clock. Your fastest lap from the two lap qualification race will be used to determine your position on the starting grid.

● PAUSE MENU

Press the Start Button while driving to display the pause menu. Use the D-Pad ⬆⬇ to select an item and press the Ⓐ Button to enter.

RESUME: Resume the qualification race
END QUALIFY: Quit the qualification race

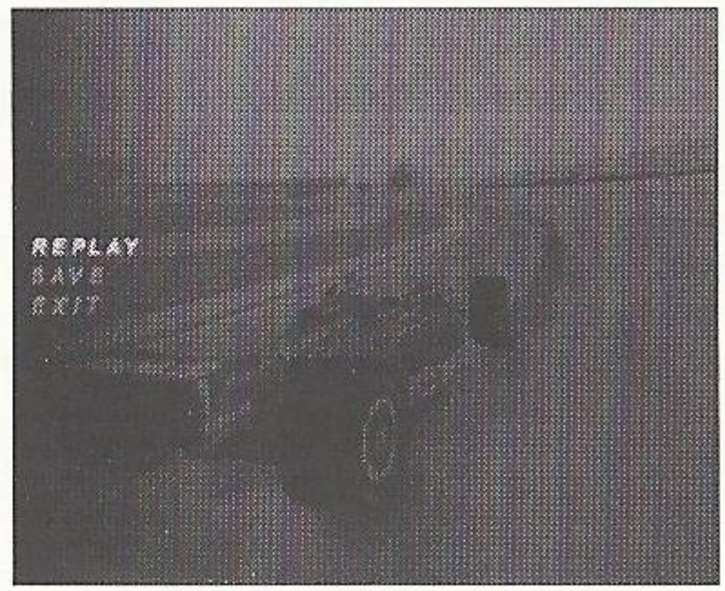


▲ Quitting the qualifying race will result in the player's car starting from the back of the starting grid.

● REPLAY MENU

After qualification is complete the player will be given the option to watch a replay of the race. Use the D-Pad ⬆⬇ to select an item and press the Ⓐ Button to enter.

REPLAY: View a replay of the race
SAVE: Save the replay to the memory card
EXIT: Exit the menu



RACE START

Begin the race.
First, the starting grid position as determined by the player's performance in the qualifying race is displayed. Following this, the race will begin via a rolling start.

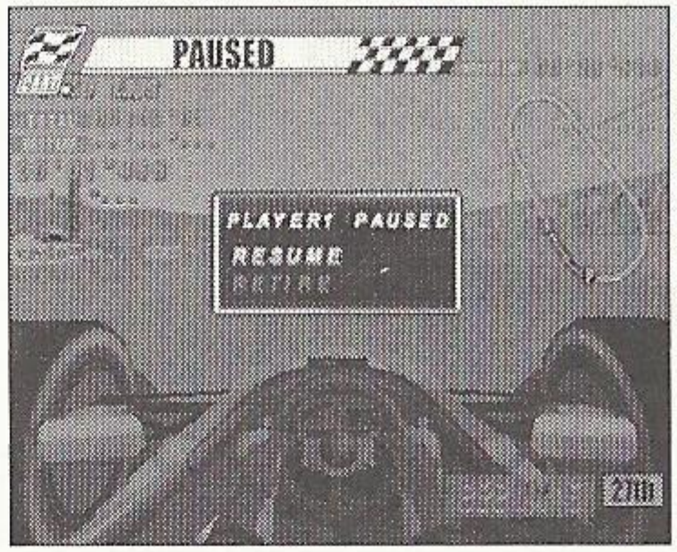
● PIT STOP

If the "Full Course Caution" option is switched off and front wing/rear wing damage, tire wear or excessive fuel consumption occurs, an icon instructing the driver to make a pit stop will appear at the bottom left of the screen. Failure to do so will hinder your progress and may result in retirement.

● PAUSE MENU

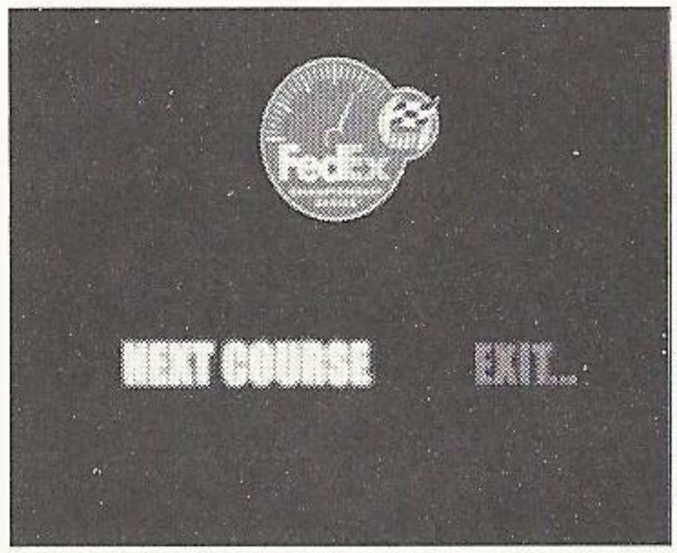
Press the Start Button at any time during the race to display the pause menu. Use the D-Pad ⬆⬇ to select an item and press the Ⓐ Button to enter.

RESUME: Continue the race
RETIRE: Quit the race



RACE END

Once the race is complete, select whether or not to save. Select "YES" or "NO" and press the Ⓐ Button to enter. Select "NEXT COURSE" from the next menu to go to the next race or "EXIT" to quit Championship mode.



OPTION

Adjust the game settings.

Use the D-Pad ⬆⬇ to select an item, ⬅➡ to modify the setting then press the Ⓐ Button to enter. Press the Ⓑ Button to return to the title screen.

■ **CONTROLLER SETTING...**
Reassigns button settings. Use the D-Pad ⬆⬇ to select a setting and press the Ⓐ Button to enter.

■ **SAVE**
Select "YES" from the confirmation window and press the Ⓐ Button to save game data.

■ **LOAD**
Select "YES" from the confirmation window and press the Ⓐ Button to load game data.

■ **SOUND**
Select either stereo or mono sound for the sound setting.

■ **BGM VOLUME**
Adjust the volume of the background music.

■ **SE VOLUME**
Adjust the volume of the sound effects.

■ **RECORD...**
View the laptimes and course records of Arcade mode. Use the D-Pad ⬅➡ to select a course and view its records.

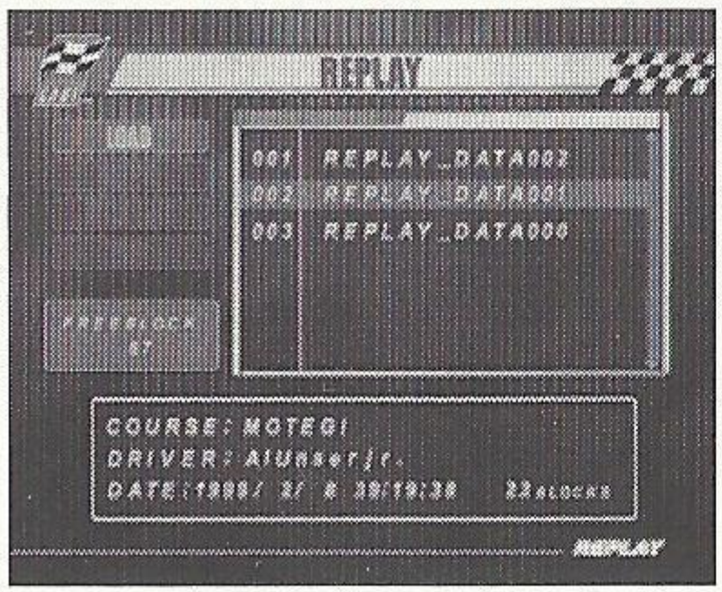
■ **MUSIC MODE...**
Listen to the game's background music. Use the D-Pad ⬅➡ to select a track. To exit music mode press the Ⓑ Button.

■ **SPEED UNIT**
Select to display speed in either "Metric" (km/h) or "English" (mph) units.

REPLAY

View a replay of the race.

Use the D-Pad ⬆⬇ to select a file and press the Ⓐ Button to enter. Select “EXIT” to return to the title screen.



■ LOAD

Load replay files for viewing. Use the D-Pad ⬆⬇ to select a file and press the Ⓐ Button to enter.

■ DELETE

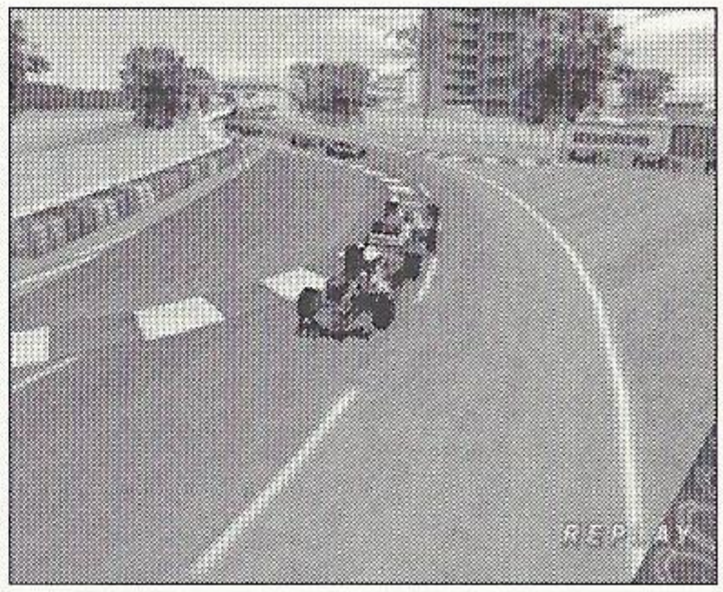
Delete saved files. Use the D-Pad ⬆⬇ to select a file and press the Ⓐ Button to enter.

■ TITLE EDIT

Edit file names. Use the D-Pad ⬆⬇ to select a file and press the Ⓐ Button to enter.

DURING REPLAY

Press the Ⓨ Button while viewing a replay to change the camera’s target to another car.



COURSE INTRODUCTION

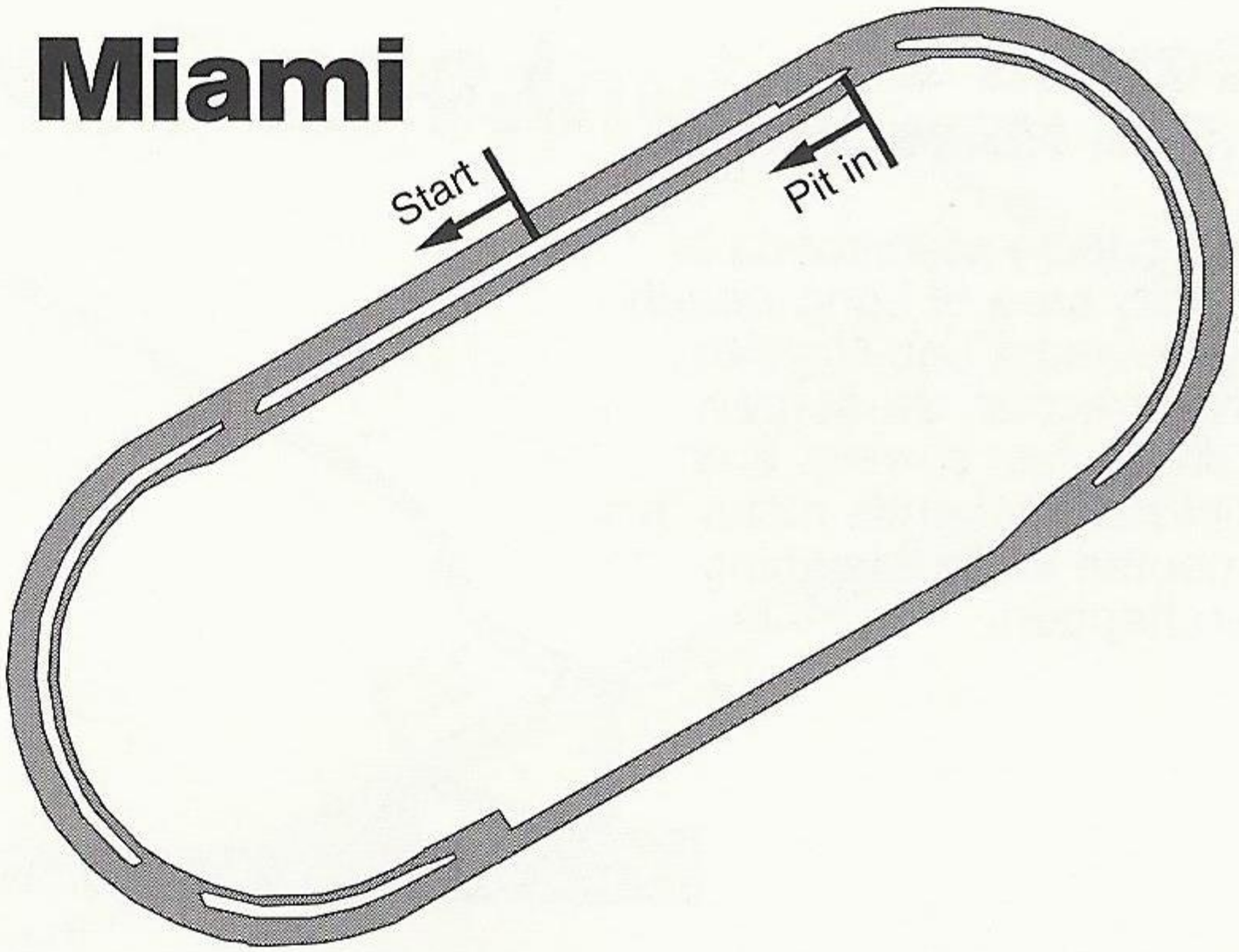
CART is held on a variety of courses, the three main types being oval, road (closed circuit) and street (normal public roads).

In order to win a race it is necessary for the player to be familiar with the layout of the course to maximize speed. The player must learn the characteristics of each course – his way around the course and how to change the car settings to get the most from his car to achieve victory.

Round 1
1.5 Miles/Oval

The Miami Homestead raised the curtain on the 1998 season. This oval course is 1.5 miles long, with corner banks of 6 degrees.

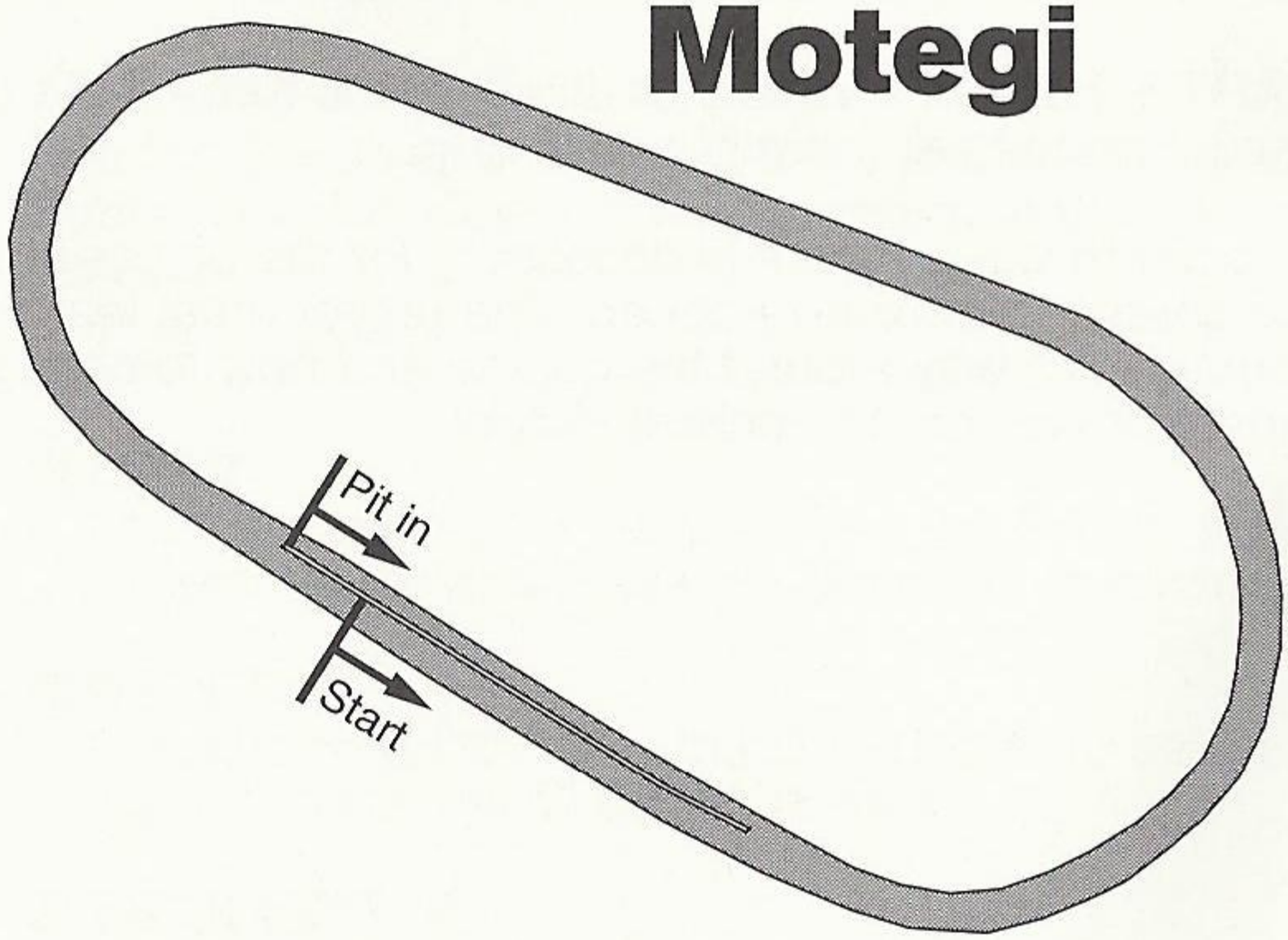
Miami



Round 2
1.549 Miles/Oval

The only Championship series course in Japan – "Twin Ring Motegi". This course can either be used as a road course or oval course – in CART it is naturally used as an oval course.

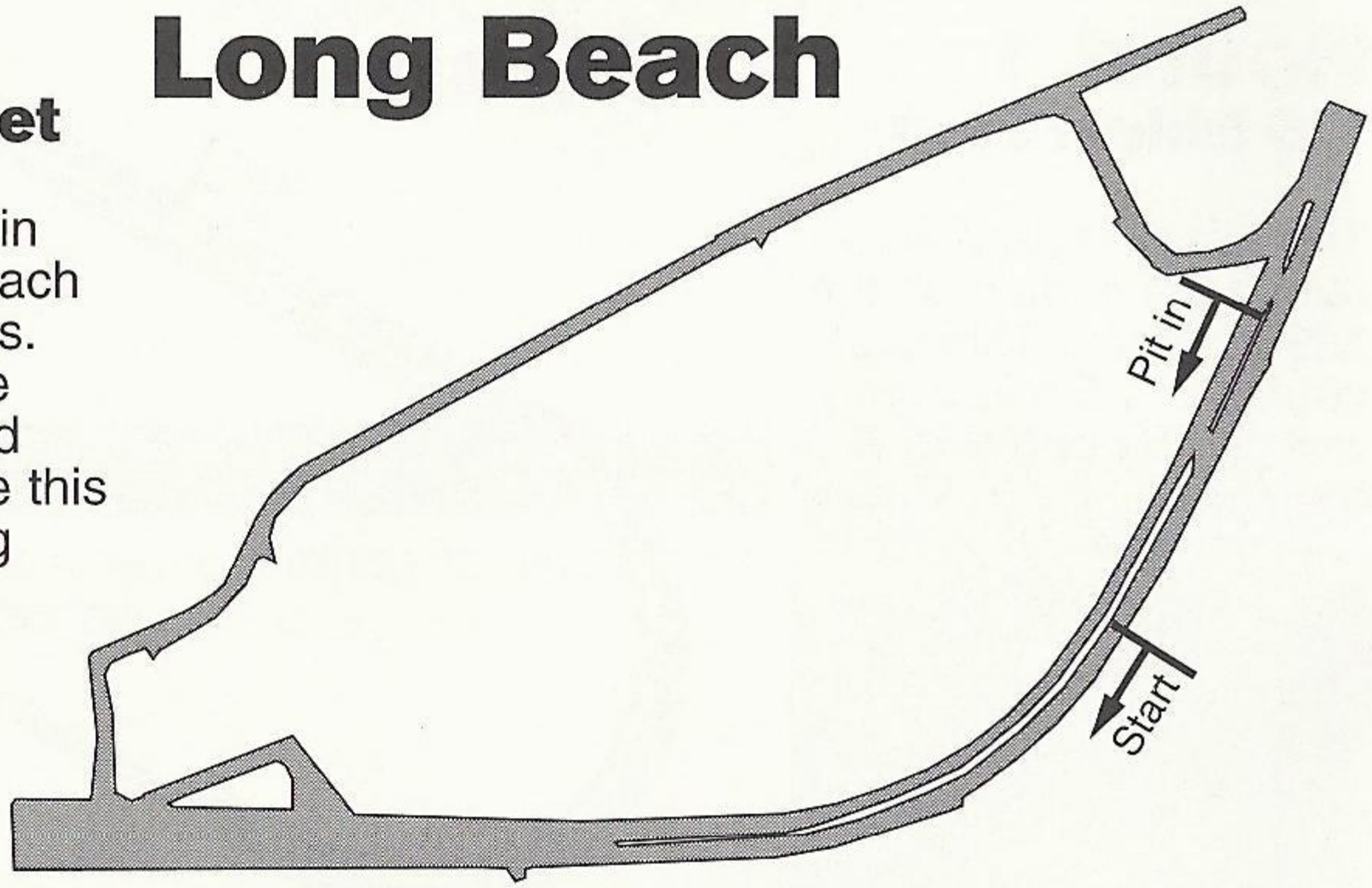
Motegi



Round 3
1.586 Miles/Street

This course uses roads in the city area of Long Beach in southeast Los Angeles. The straights, 90-degree corners, fast corners and tight hairpin bends make this a course where anything can happen.

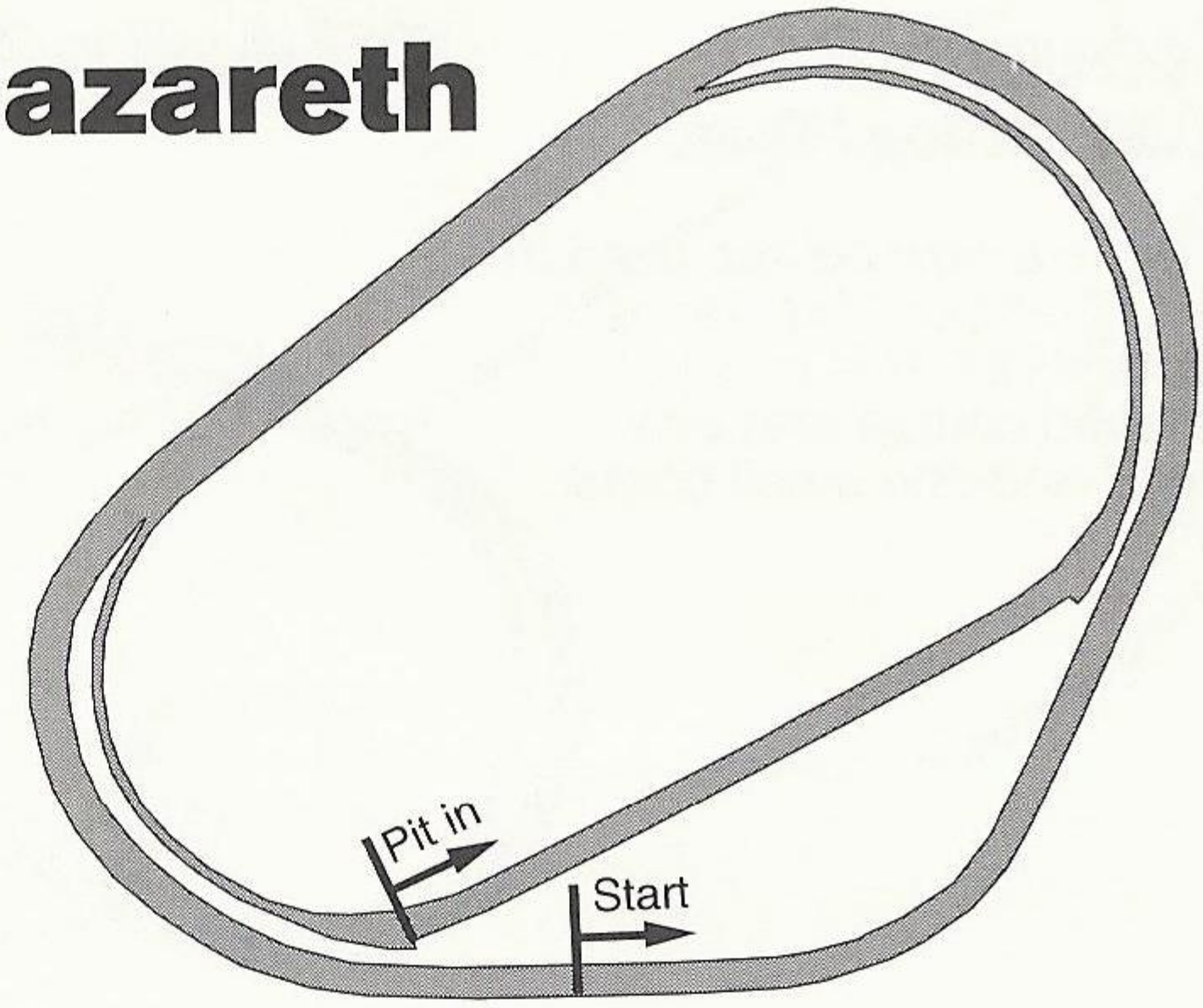
Long Beach



Round 4
1.0 Mile/Oval

Nazareth

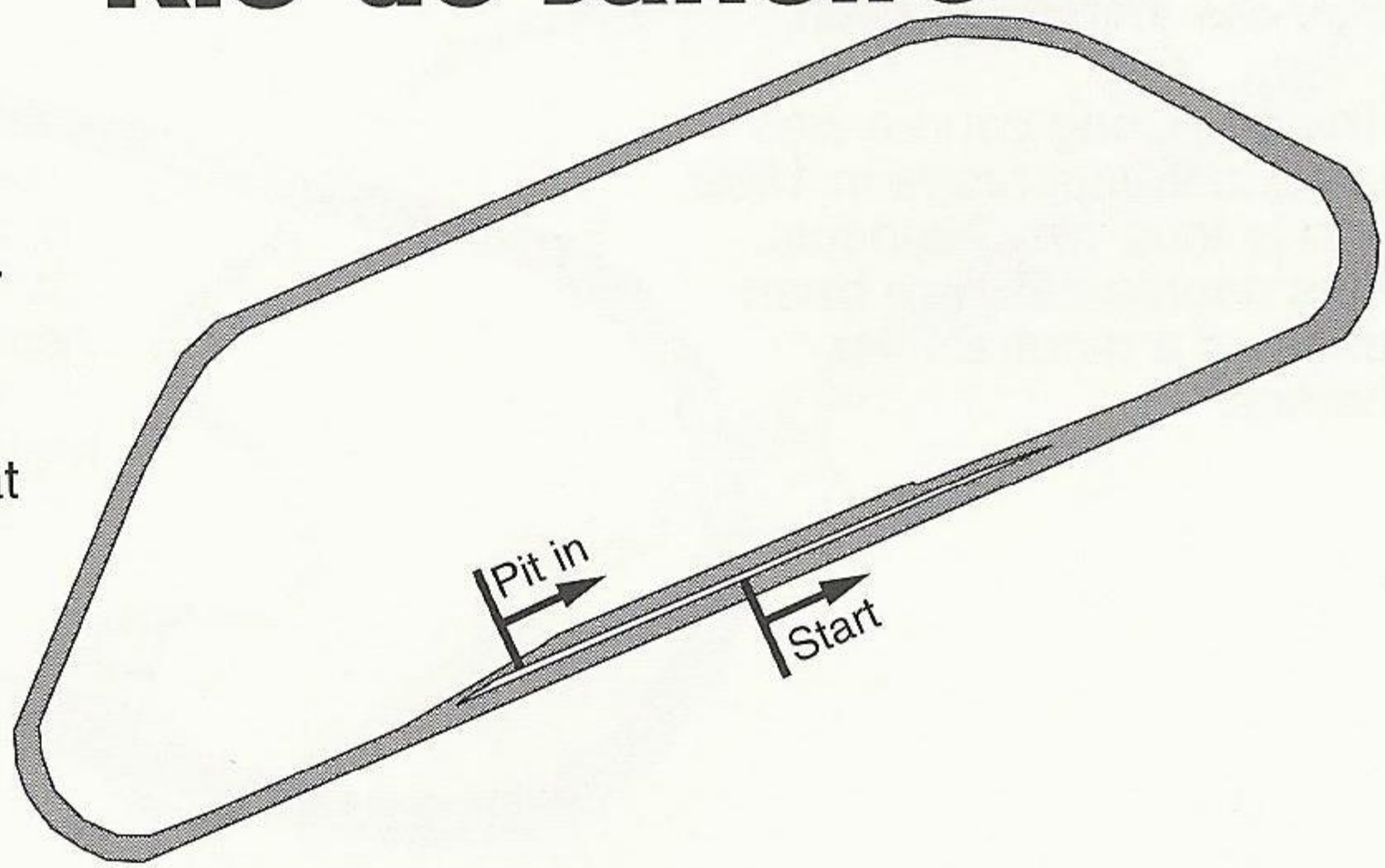
This short 1-mile course is an oval course with a difference – it has 3 corners. The trick of this track is whether the driver can successfully negotiate the slope from the 2nd corner to the 3rd corner.



Round 5
1.864 Miles/Oval

Rio de Janeiro

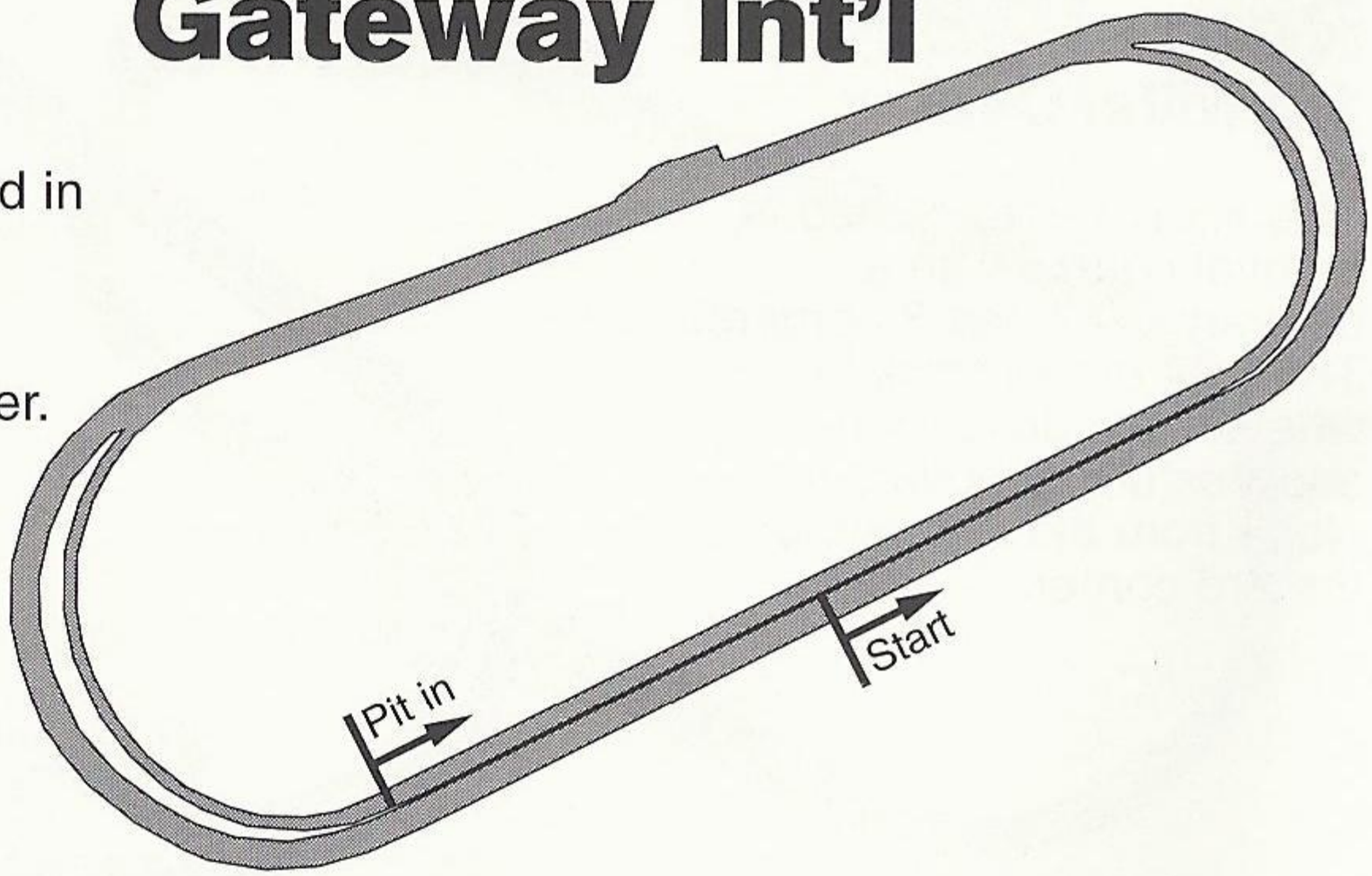
Interesting because of its trapezoid shape, this is classed as an oval course. In terms of car settings however, due to the tight turns and heavy braking involved, it is better to treat this as a road course.



Round 6
1.27 Miles/Oval

Gateway Int'l

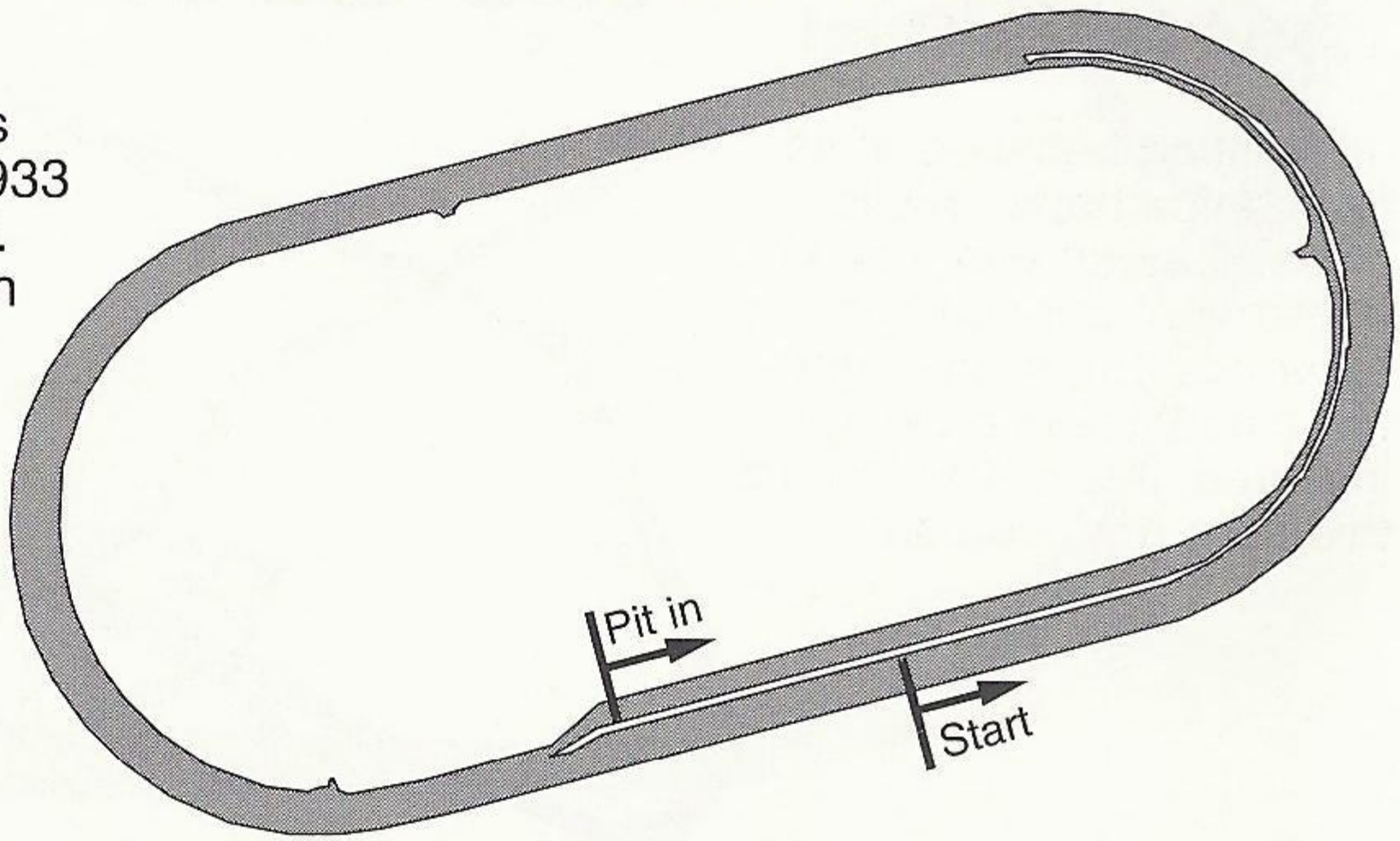
This is a new course used in the Championship series since 1997. It is an egg-shaped course with one large and one small corner.



Round 7
1.032 Miles/Oval

Milwaukee Mile

This mile long course was used in the first race in 1933 and is thus very historical. This course has also been used as a racetrack for horses.



Round 8
2.1 Miles/Street

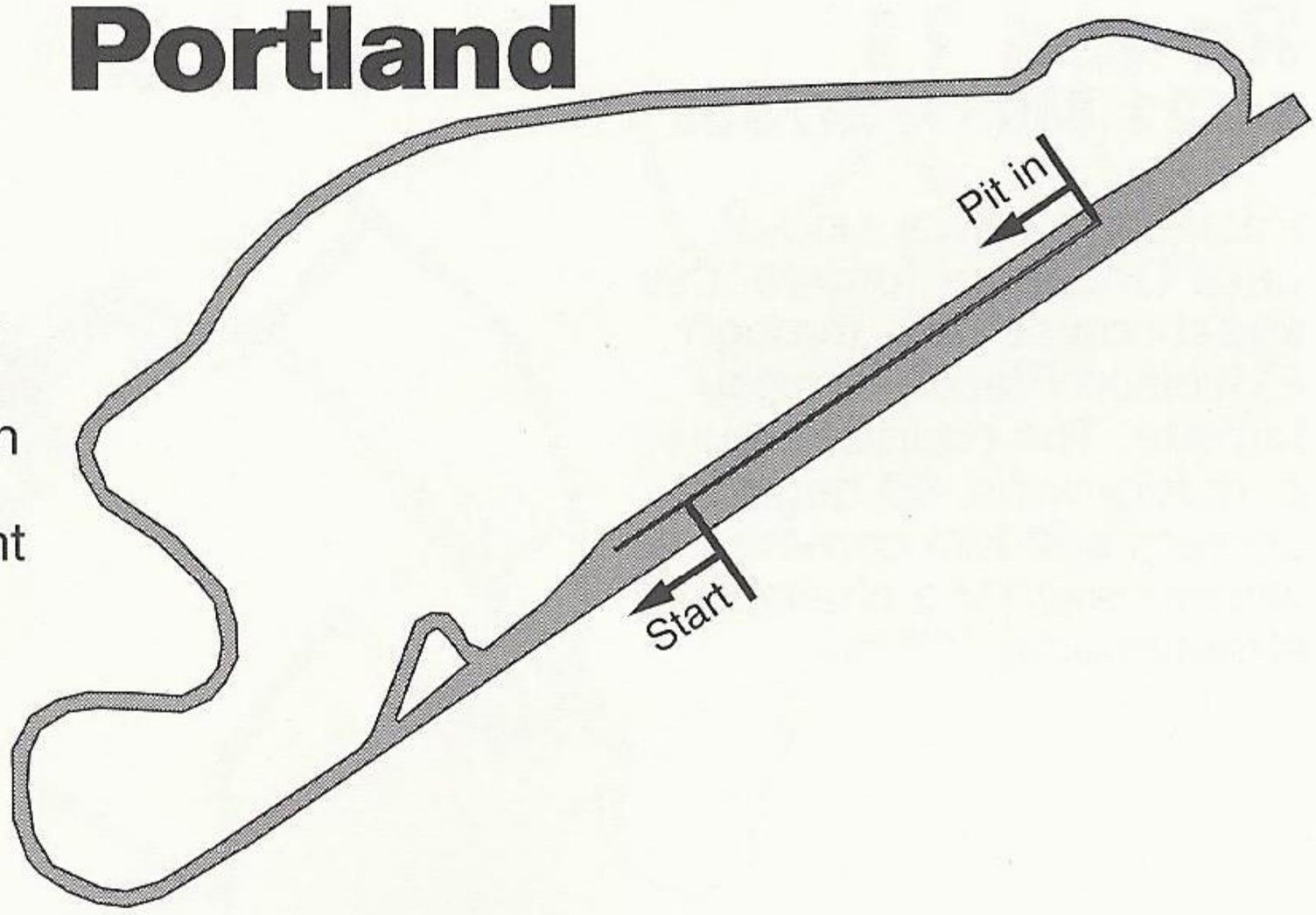
Detroit

A park on the sandbar of the Detroit River bordering Canada is used as the location for this course – famous for its variety of corners.

Round 9
1.96 Miles/Road

Portland

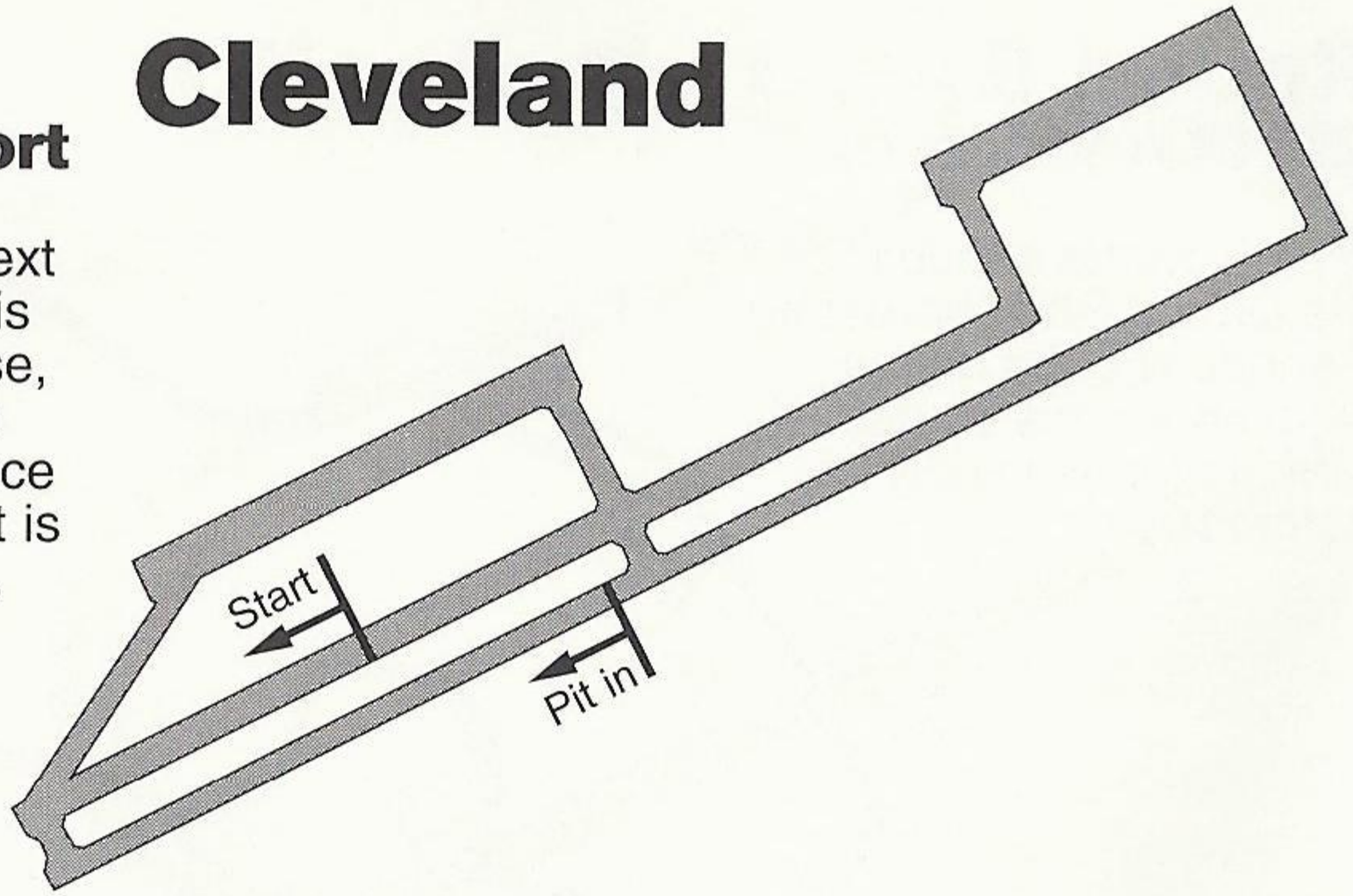
The first road course in the Championship series. This course is very flat, featuring both complex cornering and straights where the driver can travel at high speed. The chicane on the home straight is the trickiest part of this course.



Round 10
2.106 Miles/Airport

Cleveland

Burke Lakeford Airport next to Lake Erie, Cleveland, is the location for this course, which also operates as a runway. The track's surface is uneven. But because it is a runway, it is quite wide.



Round 11
1.721 Miles/Street

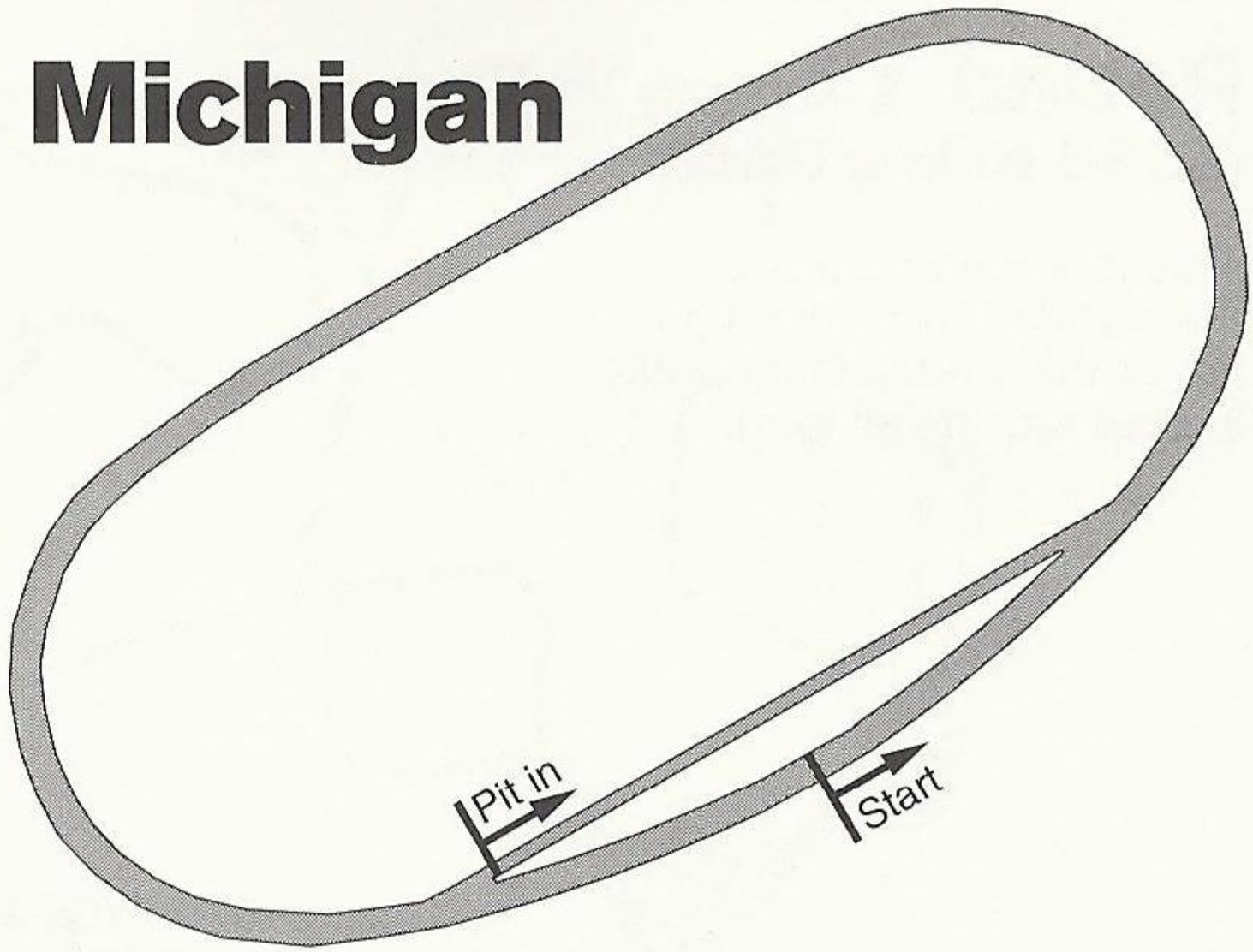
Toronto

Positioned on the side of Lake Ontario in Toronto, this street course runs through Exhibition Place – a trade fair site. The course features concrete walls, 90-degree corners and fast corners which make for a challenging street course.

Round 12
2.0 Miles/Oval

Michigan

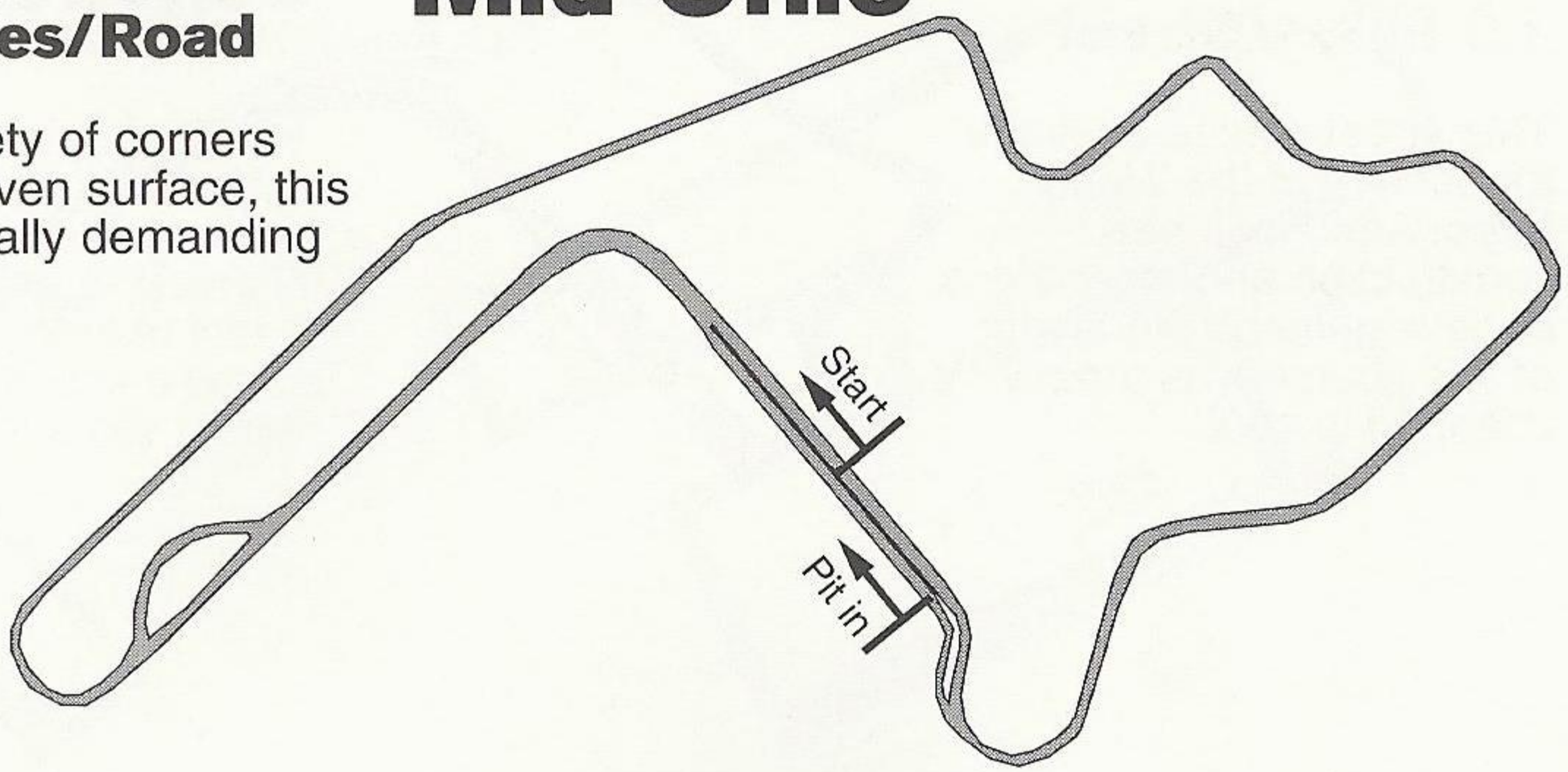
This is a prominent and fast oval course. In terms of banking, both corners are 18 degrees, and the curving straightaway in front of the stand is 11 degrees, ensuring that cars can reach speeds of over 230 mph.



Round 13
2.25 Miles/Road

Mid-Ohio

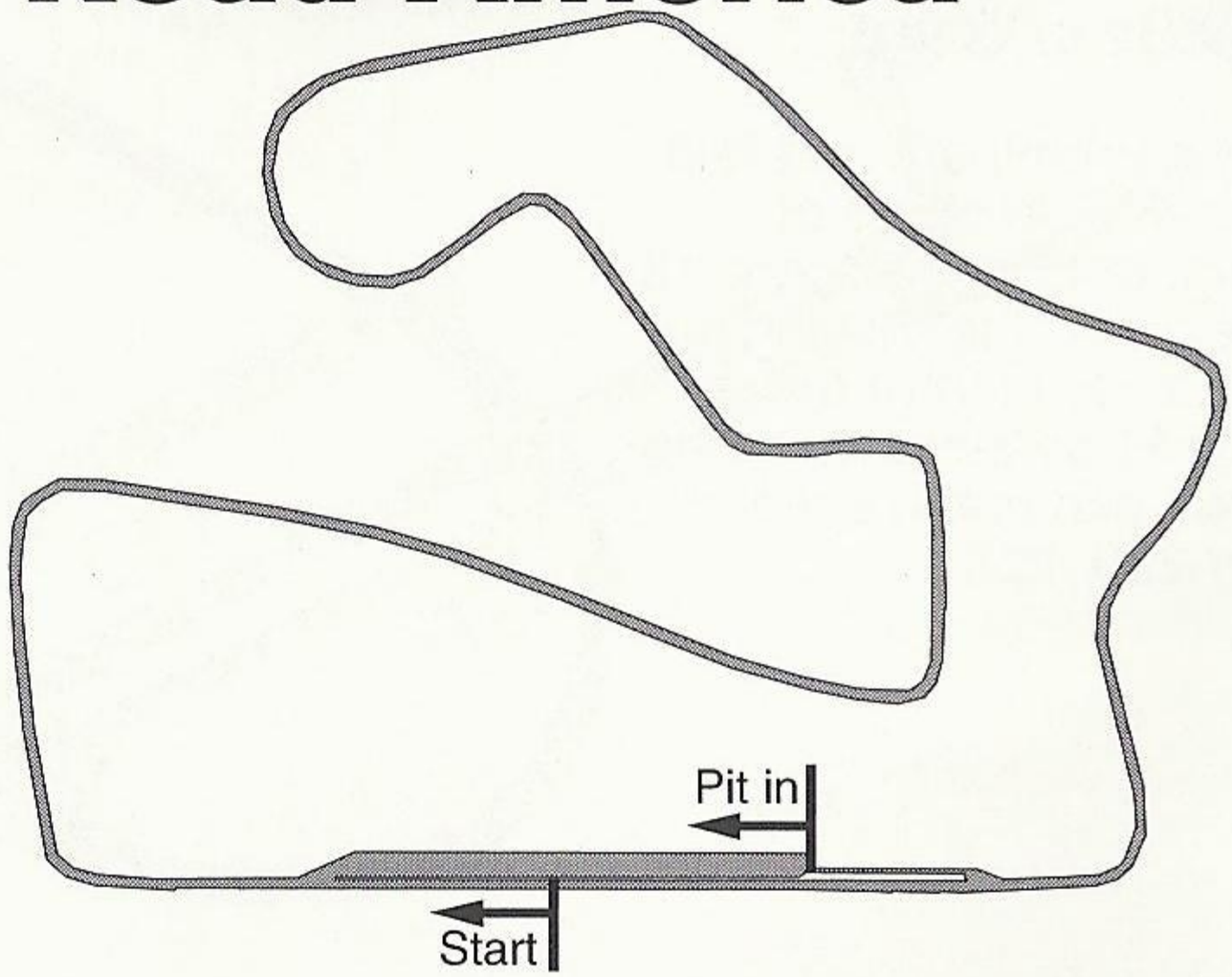
With a variety of corners and an uneven surface, this is a technically demanding course.



Round 14
4.048 Miles/Road

Road America

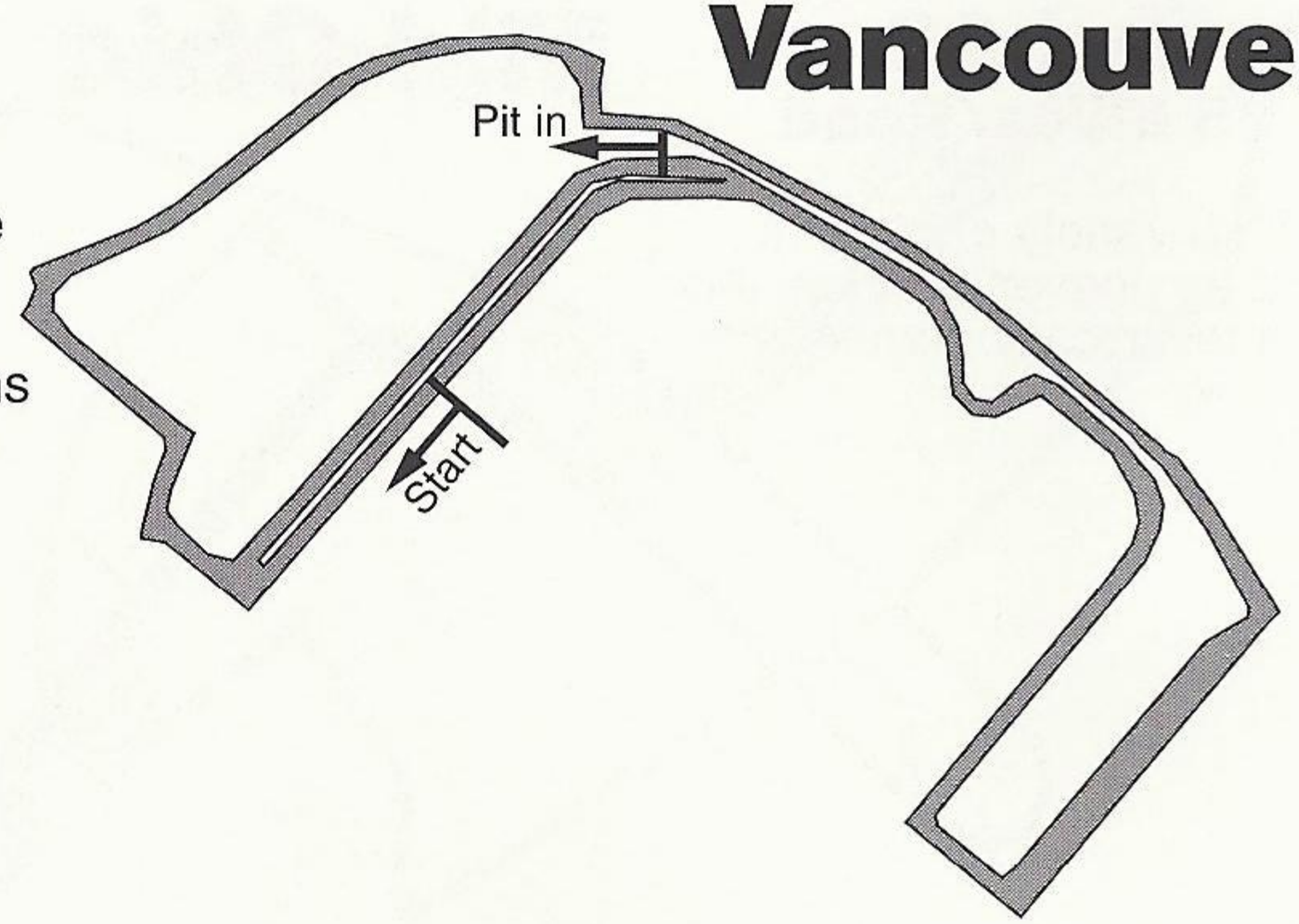
This is a road course surrounded by forest. One lap of this undulating course is over four miles long.



Round 15
1.9 Miles/Street

Vancouver

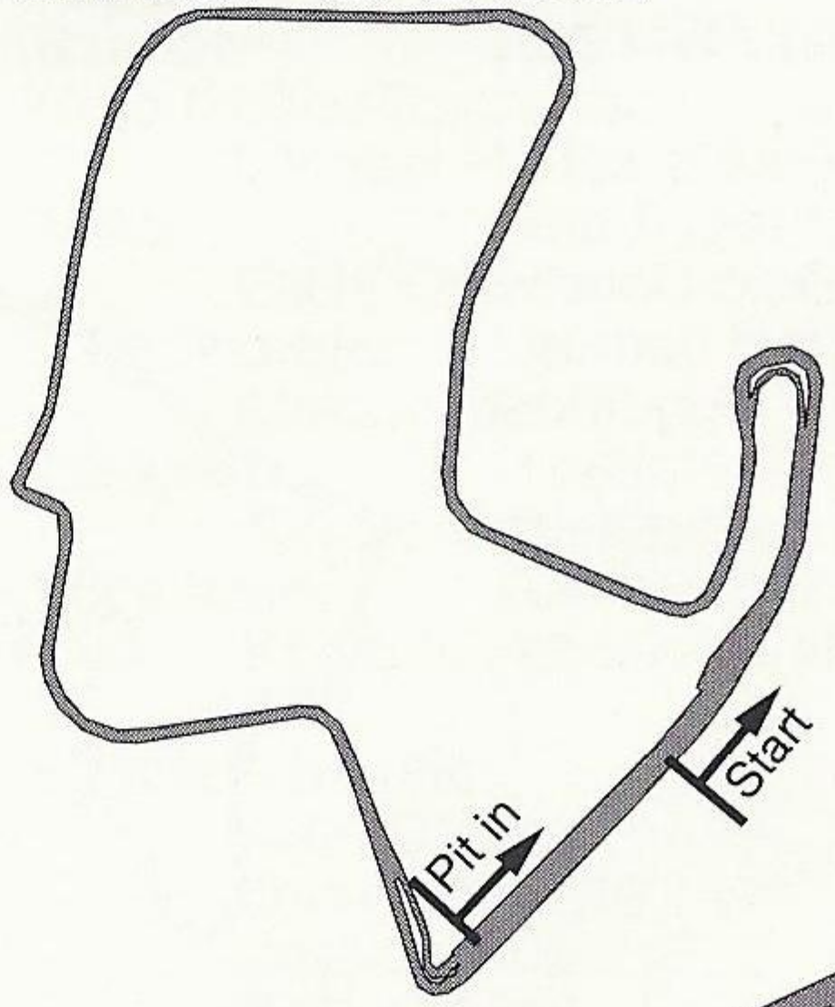
This street course uses the former site of the World Expo. Amid high rise construction and other signs of development, the layout of this course was greatly changed in 1998.



Round 16
2.238 Miles/Road

Laguna Seca

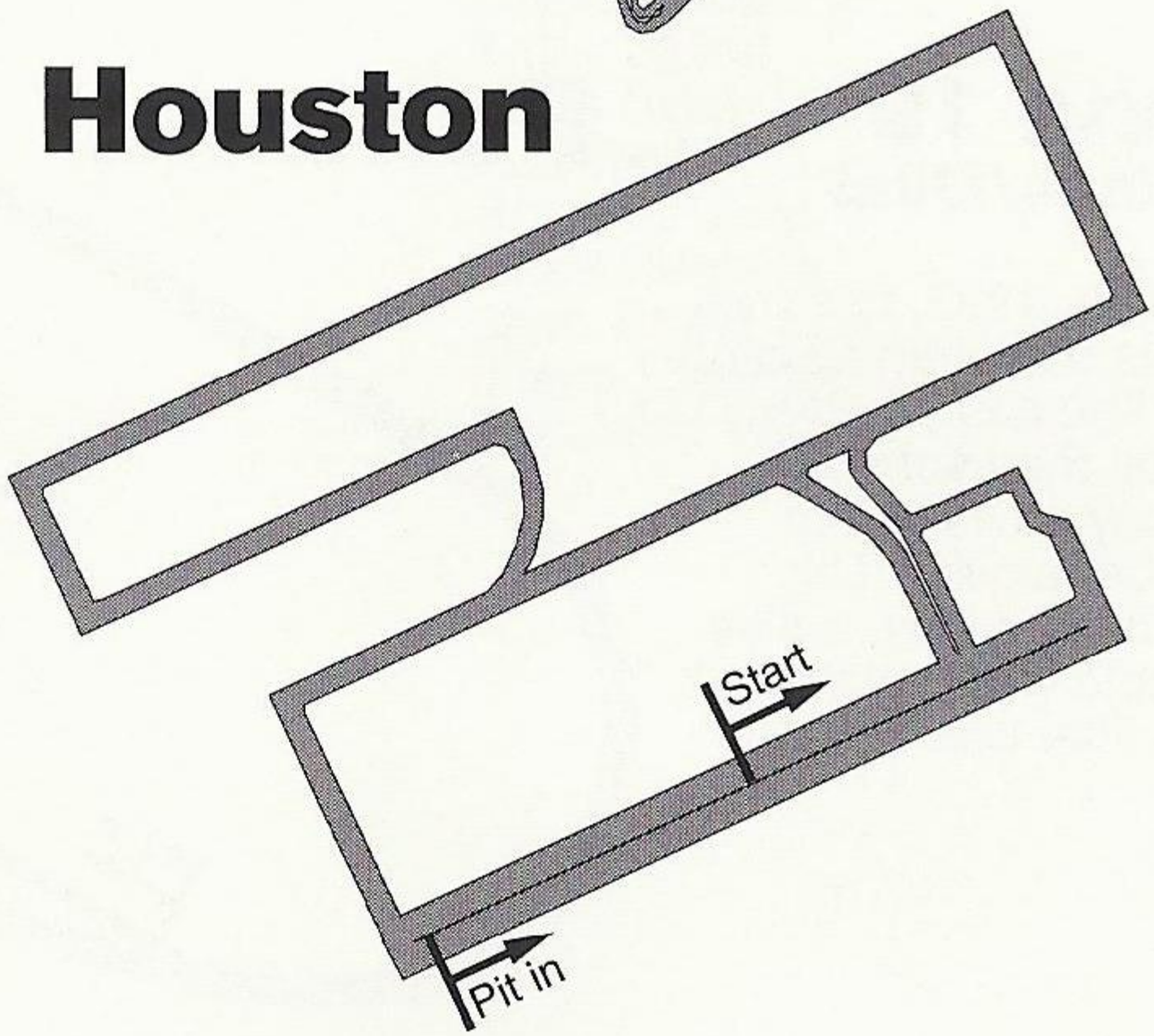
This course is located amid the beautiful rolling landscape of Monterey. This course is nicknamed the "corkscrew" because of a tight left turn followed by a right on a downward slope.



Round 17
1.68 Miles/Street

Houston

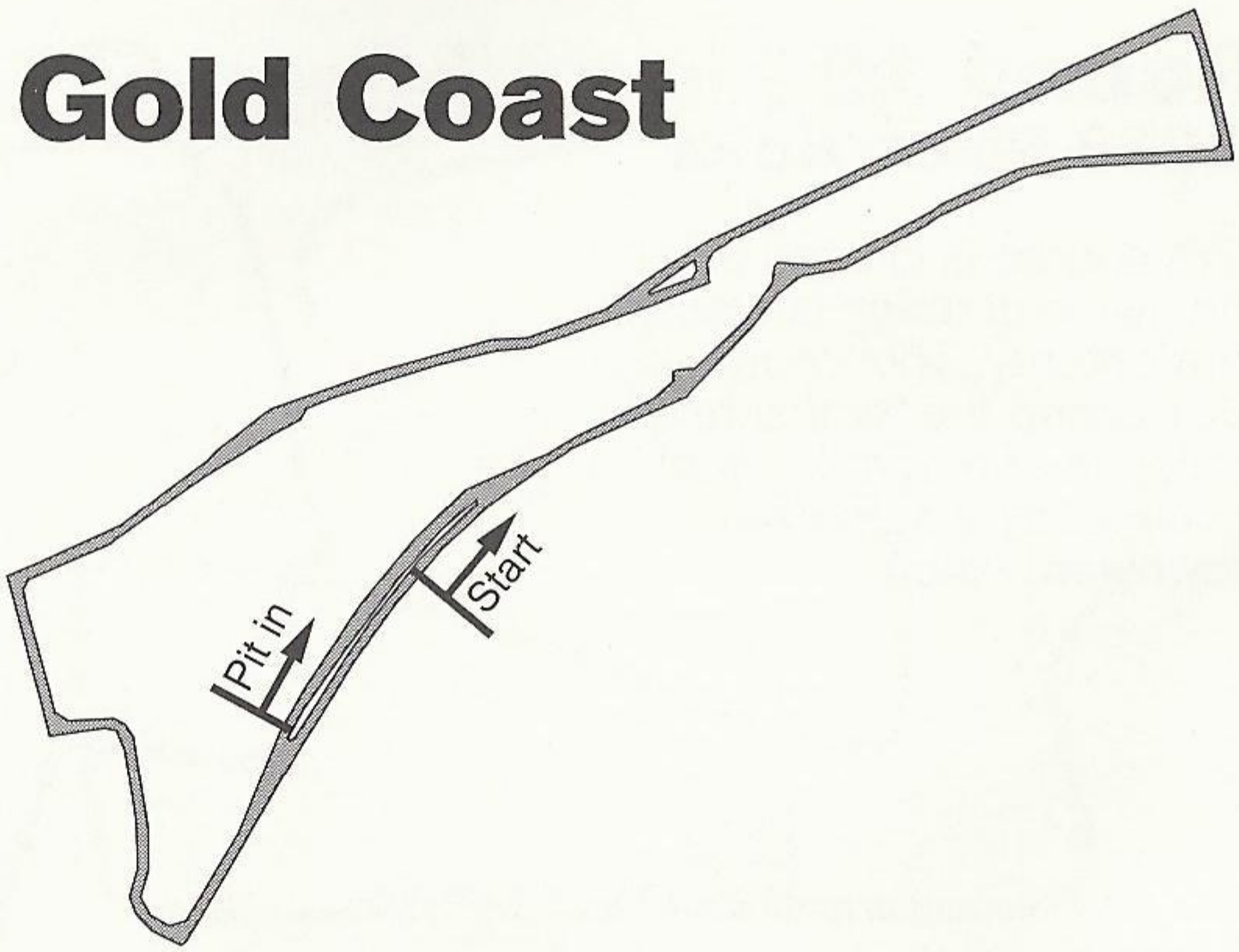
Using the city streets of Houston, this course is located on the coast of the Gulf of Mexico. Using 90-degree corners to join the straights, this is a typical example of a city street course.



Round 18
2.794 Miles/Street

Gold Coast

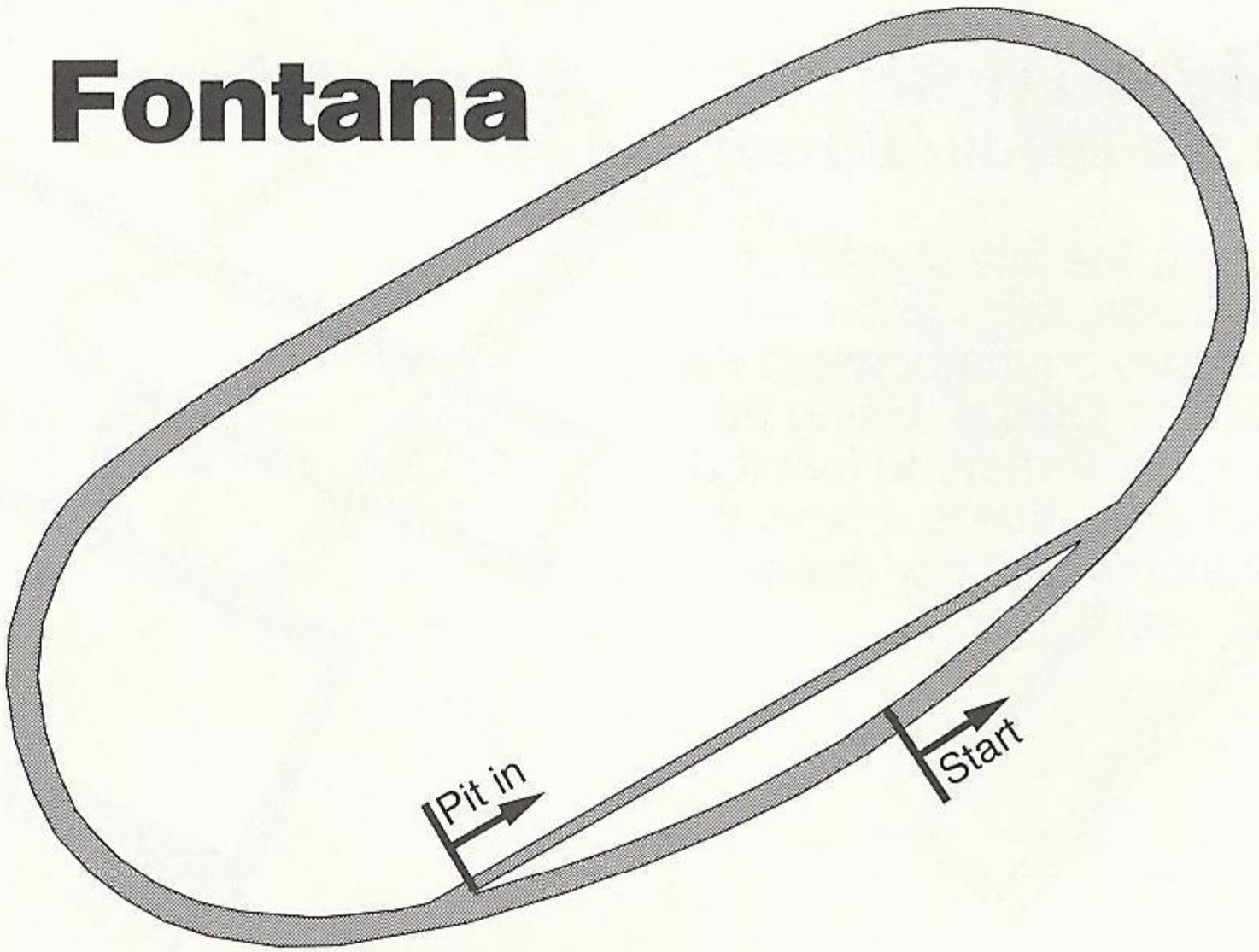
This street course is set in the East Coast resort area of Australia's Gold Coast. This is a very fast course made up of two long streets. Whether or not the player can adjust his car settings to handle the corners as well as the straights is the key here.



Round 19
2.0 Miles/Oval

Fontana

Used since 1997, this oval course is designed for high speed. The course was based on the Michigan speedway so its layout should be familiar. This course is, however, a little longer and the corner bank angle a little lower.



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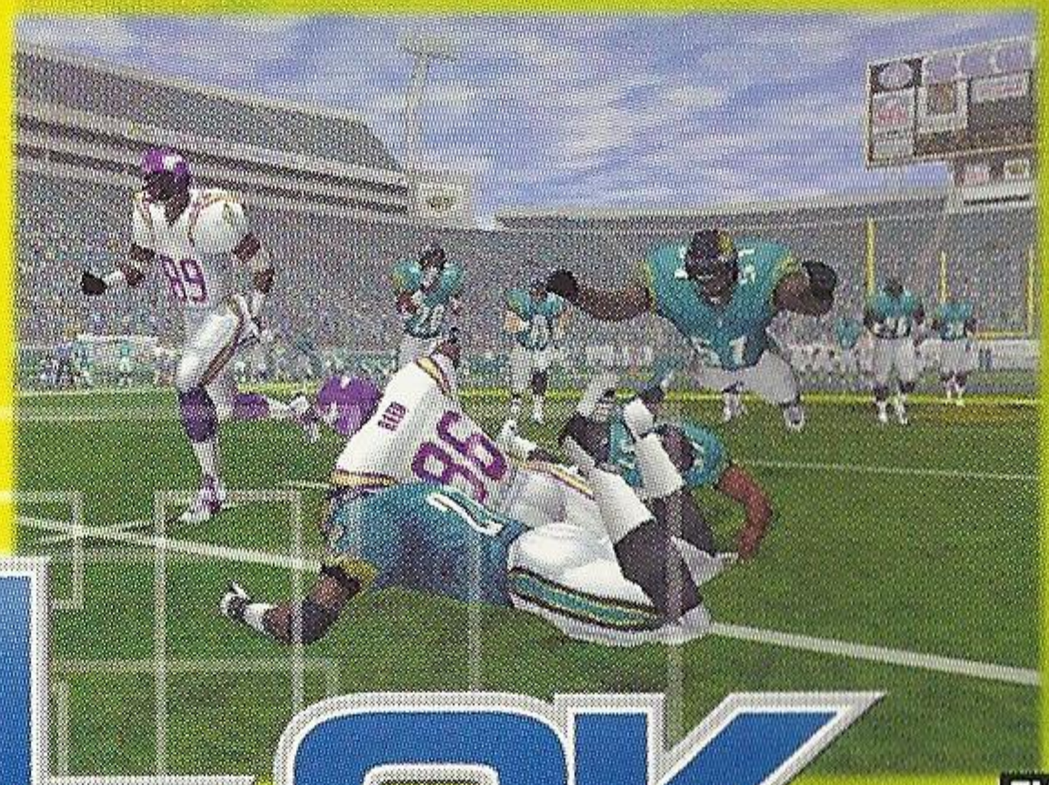

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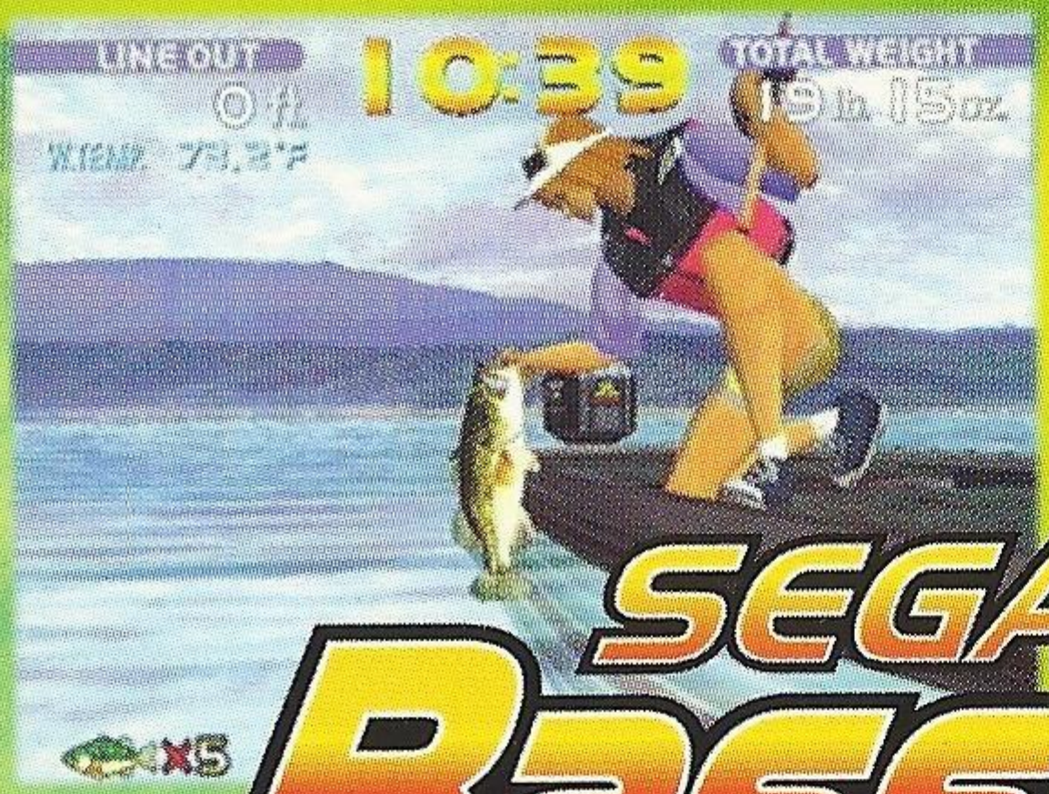

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